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EVERYONE 10+ TM
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Animated Blood
Comic Mischief
Fantasy Violence
ESRB CONTENT RATING www.esrb.org

Online Interactions Not Rated by the ESRB

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**Proof of Purchase**
*Spore Galactic Edition*
1908005

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EVERYONE 10+
E 10+
CONTENT RATED BY ESRB

WIN
MAC
DVD-ROM
SOFTWARE

# SPORE™
## Galactic Handbook

EA

INTERNET CONNECTION REQUIRED FOR PRODUCT ACTIVATION

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

# Installing the Game

NOTE: For system requirements, see www.spore.com/systemrequirements.html.

NOTE: If you previously installed the standalone *Spore™ Creature Creator*, you must uninstall it before you install the full version of *Spore™*. All of your creations are retained in your **My Documents** (or **Documents** for Windows Vista™ and Macintosh)**My Spore Creations\Creatures** folder, and you will then be able to load them in Spore.

**To install on a PC (disc users):**

Insert the disc into your disc drive and follow the on-screen instructions.

Once the game has installed you can launch it by locating the game through the START menu.

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu.

**To install on a PC (EA Store users):**

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

Launch the game (once it is installed) directly from the EA Download Manager.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

**To install on a Macintosh:**

1. Insert the game disc into your DVD-ROM drive. A DVD icon representing the game disc appears on your desktop. Double-click the icon to open the game's launcher.
2. Select the game's installer icon at the bottom of the launcher to prompt the installation menu.
3. Follow the on-screen instructions to complete the installation.

NOTE: In order to play *Spore* correctly on a Macintosh, you must configure your mouse to the primary/secondary mouse setup.

## PATCHING *SPORE*

PC players will occasionally have the opportunity to patch, or update, their game to fix bugs, improve gameplay, and more. In order to receive automated prompts for patches that are available for your game, you must first install the EA Download Manager (EADM). You can do this during the *Spore* installation process, or at any time by downloading and installing EADM from www.eastore.ea.com.

EADM requires online registration, which you can do in-game.

### Patching on a Macintosh

Macintosh users are occasionally prompted to patch the game to fix bugs, improve gameplay, and more. This happens automatically when you launch the game. We recommend that you complete the online registration in order to receive updates about *Spore* on the Macintosh.



# Starting the Game

When starting *Spore*, we highly recommend you register your game. Registration allows you to share *Spore* content that you create, access content created by other players, and get updates on patches, new content, and much more.

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**EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.**

**To start *Spore*:**

1. Close all open programs and background tasks, (see *Performance Tips* on p. 94 for more info).
2. **For PC:** Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

   NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.
3. **For Macintosh:** Open a Finder window, select 'Applications,' and double-click the game's icon.
4. At the registration screen, you can login to your existing ea.com account or create a new one, then enter a Spore Screen Name (of your choosing).

   NOTE: You must create a login and password in order to access online pollinated content.
5. The Galaxy screen is displayed (see p. 5). To begin a new game, click a planet. (You can also choose CREATE to access the Spore Creators.)
6. Select your starting star (and with it, its corresponding home planet).
7. The first time you start your journey, you begin in the Cell stage. In subsequent new games, you can start at any stage up to the latest one you have played in any other saved game.

1) Cell
2) Creature
3) Tribe
4) Civilization
5) Space

8. Enter the name of your planet, select the difficulty level from the drop-down, and click the right arrow. For more information, see *Your Evolutionary Journey* on p. 5.
9. After the introduction is played, you can begin the game.

# Common Controls

| Action | Control |
|---|---|
| Move forward/backward/left/right | **W/S/A/D** or **arrow keys** |
| Pause | **P** or **~** |
| Skip playing cut-scene/Access Settings menu | **ESC** |
| Take screenshot | **C** |
| Toggle movie capture | **V** |
| Toggle display of *SPORE* Guide | **H** |
| Toggle display of History | **T** |
| Toggle display of Sporepedia | **B** |
| Open My Collection/mission log | **L** |
| Save game | **CTRL** + **S** |

NOTE: For a full list of keyboard shortcuts, please visit www.spore.com.

# Welcome to *Spore*™

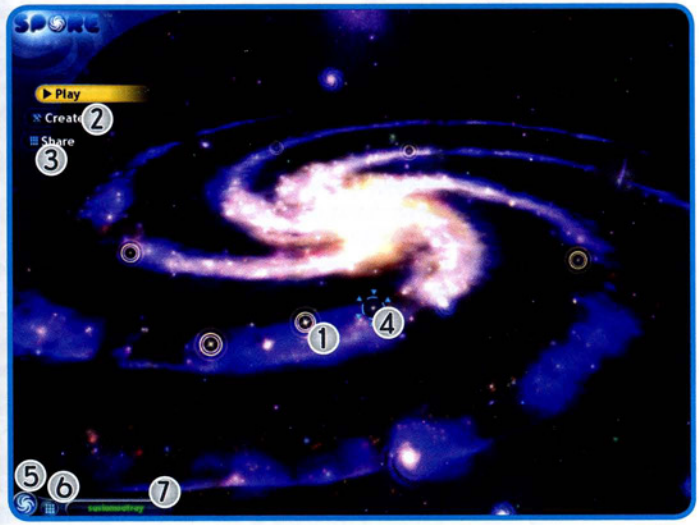
*Spore* is your own personal universe. In this universe, you can create and evolve life, establish tribes, build civilizations, and even sculpt entire worlds.

The *Spore* universe is made up of five stages, each corresponding to a stage of evolution: Cell, Creature, Tribal, Civilization, and Space. Each stage presents different challenges and goals.

You begin life as a tiny cell, then you progress through the other stages on your journey to becoming a galactic god.

In *Spore*, you also have a variety of creation tools at your disposal. You can access these tools through the CREATE button on the Galaxy screen then create every aspect of your universe: creatures, vehicles, buildings, and even spaceships. When you save your creation, it is stored in the Sporepedia and accessible when you play any of the game stages.

# Galaxy Screen




1) Start a new game
2) Access the Spore Creators
3) Open the Sporepedia
4) Load a saved game
5) View options
6) Open the Sporepedia
7) Login or logout

From the Galaxy screen, you can begin a new game or leap into the Spore Creators, where you can create the content that will fill any planet's ecosystem, civilizations, etc.

To go directly to the Spore Creators, click CREATE. Select the Spore Creator to launch. For more information, see *Spore Creators* on p. 14.

# Your Evolutionary Journey

You start life's grand adventure hitching a ride to your newly named planet on the tail of a meteor. Fortunately the conditions on the planet are just right for an explosion of life in the primordial soup. Unfortunately for you, that explosion means there's a lot of competition to see which species is going to rule the water.

And the cutthroat competition doesn't stop once you evolve onto land! Through each of the five stages in *Spore* it's survival of the fittest as you try to adapt your species to stay one step, one tool, one weapon ahead of the others. It's up to you whether your creature will play nice or rough as it advances and evolves. Will your simple amoeba go on to rule the galaxy?

For more information about beginning in the Cell stage and advancing through the other stages, see *Starting the Game* on p. 3.

NOTE: **Once you have completed a stage in your game, you can then start any new game at that stage.**

**Cell Stage** To dive into the primordial soup, click a yellow planet in the Galaxy screen, and click the cell icon to enter the Cell stage. Swim, eat, fight, and grow. Learn to protect yourself, gain DNA, and grow, grow, grow until you can crawl ashore. See *Cell Stage* on p. 39.

**Creature Stage** Emerging from the sea, you join the world of land lubbers and scratch and claw for your piece of turf. Evolve quickly, gain friends, and learn the new rules of survival. To enter the Creature stage, click a yellow planet and choose the paw icon. See *Creature Stage* on p. 41.

**Tribe Stage** He who masters fire will bring others to it–because the world is a cold place on your own. To begin a Tribe stage, click a yellow planet on the Galaxy screen, and click the campfire icon. Choose a creature from those made by other players or create your own. See *Tribe Stage* on p. 50.

**Civilization Stage** Start a civilization and try to conquer an entire planet. To begin a Civilization stage, lick a yellow planet on the Galaxy screen, and select the globe icon. Select or create a creature for your civilization as well as its starting vehicle and first City Hall. See *Civilization Stage* on p. 60.

**Space Stage** Accept missions from your homeworld and alien races as you explore the galaxy in your own spaceship. To begin a Space stage, click a yellow planet on the Galaxy screen, and select the rocket ship icon. Select or create the following from scratch: a creature, a City Hall, and a spaceship. See *Space Stage* on p. 70.

# Saving

You can save your game only while you are actually playing in a stage.

- To save your current game, while playing, click the Options button. Then, click the disc icon. The game is saved.

NOTE: **When playing the Space stage, you can only save your game when you are in the solar or interstellar views. While you are in the planet view, the save is disabled.**

# Loading

You can load games through the Galaxy screen.

- To load a saved game, click the blue planet that is your homeworld in the Galaxy screen. The game is loaded.

# Tracking Progress

Each stage presents a set of goals or missions which, if accomplished, help you to complete the stage. During the course of a stage, you can monitor your progress towards mastering individual goals in order to complete the stage.



## PROGRESS BAR

1) Progress so far
2) Milestone
3) Fill the Progress Bar to advance

At the bottom of the screen, you can track your advancement through each stage in the Progress Bar. As you acquire items or achieve milestones in the stage, the Progress Bar fills. When it is completely filled, you can choose to advance to the next stage.

- In each stage, the Progress Bar is filled by successfully completing a different kind of task, such as conquering a tribe or befriending a species.

## MINI GOAL CARDS

In the upper-left corner of the game screen, you can see and review the Mini Goal cards. These cards track your current status towards completion of the indicated goal.

- To review the Mission Log containing all of your goals, press **L** or click the My Collections button, then click the Mission Log tab.

## MY COLLECTION

In the My Collection window, you can review different information depending on which stage you are playing:

- In the Cell stage, it shows all of the parts you have collected.
- In the Creature stage, it shows your missions plus all of the parts you have collected.
- In the Tribe stage, it shows your missions plus all of the tools and accessories you have collected.
- In the Civilization stage, it shows only your missions.
- In the Space stage, it shows missions plus badges, rares, and tools.

NOTE: **Some tabs may not be available in the stage of your current game.**

- To close the My Collection window, click the X icon in the upper-right corner.

### Mission Log

In the Mission Log, you can review detailed information about all the goals and missions that are currently open. You can also browse your glorious history of missions and conquests.

- To delete a mission in the Space stage, select it in the list, and click the garbage can icon.

### Badges

In the Badges tab, you can review all of the badges that you have collected for each rank you have attained.

- To see the list of collected badges, click the appropriate rank. Then, move the mouse over the badge to review.

### Rares

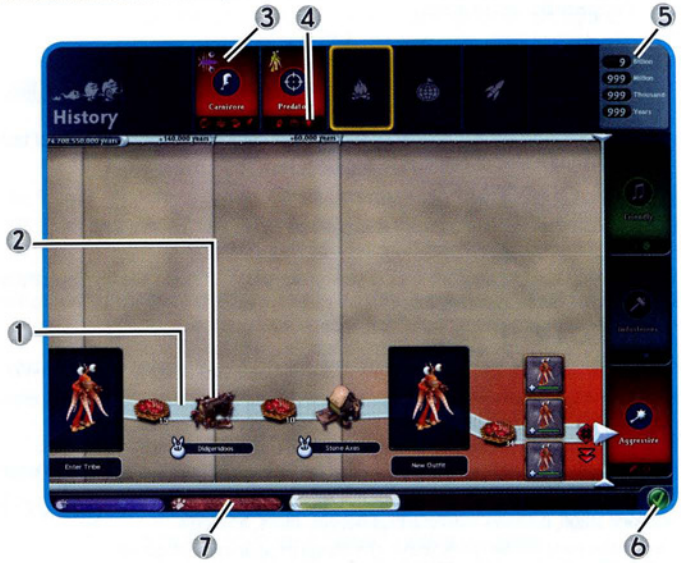
In the Rares tab, you can see all of the rare artifacts that you have found on your adventures.

### Tools

In the Tools tab, you can review all of the tools and their attributes that you have collected in each stage of the game. To get more information on a tool, select it.

# History

As you progress through the each stage of *Spore*, a personal history of your generational path is kept. Click the History icon at the end of the Progress Bar to check how your evolutionary choices and actions are tracking.




1) Creation's behavior path through time
2) Milestone/Event
3) Trait card
4) Consequence ability you've earned (mouse over ability for more information)
5) Game clock
6) Click to close history.
7) Use the scroll bar or scroll the mouse wheel to see more of the timeline

To toggle display of the history, press **T**.

## CONSEQUENCES

Evolution is a journey in which the choices and actions you make in one game stage have consequences in later stages. The path you take as a microscopic cell, for instance, affects your abilities as a creature. Your actions even have far-reaching reverberations into the future of your species.

At each stage of your evolutionary path, you will make choices that establish your traits. Your traits earn you unique abilities that will serve your future generations. These consequence abilities show up at each stage just above the Progress Bar.

The tables below show which traits you can establish at each stage and the consequence abilities those traits unlock in subsequent stages.



## Cell Stage

| Trait | Creature Stage Consequence Abilities | Tribe Stage Consequence Abilities | Civ Stage Consequence Abilities | Space Stage Consequence Abilities |
|---|---|---|---|---|
| **Carnivore**: Carnivorous cells consume a diet of mostly meat. | **Raging Roar**: Surrounding creatures run in fear for a limited time. | **Traps**: Chieftain lays traps that attract and poison wild animals. | **Invulnerability**: Vehicles take no damage for a duration. | **Power Monger**: Increased energy capacity. |
| **Herbivore**: Herbivorous cells consume a diet of mostly plant matter. | **Siren Song**: Surrounding creatures are enchanted with you for a limited time. | **Refreshing Storm**: Chieftain summons a storm; trees are replenished and fruit falls from the trees. | **Healing Aura**: Repairs your vehicles. | **Social Suave**: Cheaper social tools. |
| **Omnivore**: Omnivorous cells eat any type of food available. | **Summon Flock**: Summon a flock of creatures to help you socialize and fight for a limited time. | **Flying Fish**: Chieftain summons a creature from the deep that sends fish flying out of the sea. | **Static Bomb**: Freezes vehicles, turrets and buildings. | **Gentle Generalist**: Cheaper passive tools. |

## Creature Stage

| Trait | Tribe Stage Consequence Abilities | Civ Stage Consequence Abilities | Space Stage Consequence Abilities |
|---|---|---|---|
| **Predator**: Predatory creatures spend their lives searching for prey. They'd sooner make extinct an entire species than "dance" or "charm." | **Fire Bombs**: Chieftain throws fire bombs that damage creatures and structures nearby. | **Mighty Bomb**: Fire damage to buildings and vehicles. | **Prime Specimen**: Increased health. |
| **Social**: Social creatures are constantly searching for new friends and allies. Meeting a new species is the highlight of their day. | **Fireworks**: Chieftain sets off fireworks that temporarily increase relationship with those nearby. | **Diplo Dervish**: Civilization will not be hostile with you. | **Pleasing Performance**: Decreased rate of happiness as a result of disasters. |
| **Adaptable**: Adaptable creatures have many friends and many enemies. They make choices based on the current situation. | **Beastmaster**: Chieftain has the power to enchant nearby animals for a limited amount of time. | **Bribe**: Enemy vehicles attack each other. | **Speed Demon**: Faster galactic travel. |

## Tribe Stage

| Trait | Civ Stage Consequence Abilities | Space Stage Consequence Abilities |
|---|---|---|
| **Aggressive:** Aggressive tribes try to exterminate the competition. They ruthlessly attack and hoard all the resources for themselves. | **Gadget Bomb**: Radioactive damage to buildings and vehicles. | **Arms Dealer**: Cheaper combat tools. |
| **Friendly:** Friendly tribes understand the importance of teamwork. They form alliances to share resources and prosper with other tribes. | **Black Cloud**: Shuts down entertainment buildings and turrets. | **Gracious Greeting**: Increased initial relationships. |
| **Industrious:** Industrious tribes seize the moment, attacking or forming alliances when necessary. They make great allies, but watch out. | **Ad Blitz**: Enables faster city buyout. | **Colony Craze**: Cheaper colonization tools. |

## Civilization Stage

| Trait | Space Stage Consequence Abilities |
|---|---|
| **Military:** Military civilizations thrive on weapons and force. They'll use every resource available to destroy other nations. | **Pirates-B-Gone:** Decreased rate of raids. |
| **Economic:** Economic civilizations use cash and trade routes to influence other nations. They'll make alliances, but it's usually a better deal for them. | **Spice Savant:** Increased spice production. |
| **Religious:** Religious civilizations harness the power of words and ideas to convert other nations to their way of thinking. | **Green Keeper:** Decreased rate of biodisasters. |

## Space Stage

In the Space stage, the traits that you earned throughout your race's history now play a role in the form of a philosophy that determines the ease with which you use certain tactics in your exploration of the galaxy. This philosophy also determines unique tools that your empire will have at its disposal.

These tools are available to you upon entry into the Space stage and can be found in your spaceship tools. These tools are indicated with a special border treatment on the tool icon.

Your race's philosophy is not set in stone, however. If you find another race whose philosophy intrigues you, you may decide to adopt their beliefs. Accept a mission that explores this race's philosophy and you will earn the ability to change.



| Trait | Space Stage Consequence Abilities |
|---|---|
| **Bard**: Bards are the social, outgoing entertainers of the cosmos. The galaxy is their personal playground. | **Soothing Song**: Has a calming effect on the other empires. |
| **Ecologist**: Ecologists are the protectors of nature. Species that attempt to exploit and corrupt the galaxy must be exterminated. | **Safari Vacuum**: Abducts several of each species on the planet. |
| **Zealot**: Zealots are certain that their beliefs are the only truth that matters. Those who do not feel the same way are not worthy to exist in this galaxy. | **Fanatical Frenzy**: Take over this planet religiously. |
| **Diplomat**: Diplomats are negotiators and problem solvers. Peace will come to the galaxy only through open communication between species. | **Static Cling**: Stuns all other ships and turrets on the planet. |
| **Scientist**: Scientists are logical and calculating. The galaxy exists to be studied and understood. | **Gravitation Wave**: Destroys all structures on the planet. |
| **Trader**: Traders are in it for the profit. Their only allegiance is to the almighty Sporebuck. | **Cash Infusion**: Instantly fills your progress on a trade route. |
| **Shaman**: Shamans understand that all life shares a common bond. The entire galaxy exists within us all. | **Return Ticket**: Returns you to your home system. |
| **Warrior**: Warriors take what they want and never ask for permission. The galaxy is a prize to be claimed by the strongest. | **Raider Rally**: Entices pirates to attack the planet. |
| **Wanderer**: Wanderers want to sample a little bit of everything. The galaxy is vast and they want to experience it all. | None. (Wanderer is the default trait if you start your game at the Space stage.) |
| **Knight**: Knights are noble warriors that fight for right, not for personal gain. Peace will come to the galaxy only when evil has been vanquished. | **Summon Mini-U**: Send a spaceship to help you. |

# Options

From the Galaxy screen or in the game, you can access the Options menu by clicking the Options icon in the lower-left corner.

## IN-GAME OPTIONS MENU

The following Options menu is accessible from in-game.

NOTE: The Spy Glass and Ban options are not accessible when you're in the Cell stage, in any creator, or at the Galaxy screen.

1) Resume your game.
2) Access the Spore Guide for more information on how to play the game.
3) Enter Spyglass Mode. Click a creation in the world to review its *Sporepedia* card. See *Sporepedia* on p. 89.
4) If you so desire, you can ban specific items of user content that you find in your game or in the Sporepedia.
5) Adjust sound, graphics, and other options.
6) Save your current game. (Only available during game stages; to save creations while in any Spore Creator, click the green check mark.)
7) Exit your current game and return to the Galaxy screen.
8) Exit *Spore*.



# Settings

From the Settings menu you can adjust your graphic, audio, game and capture, and online settings and view game credits. Most options in the Settings menu are self-explanatory. Others that need more description are listed below.

## GRAPHICS SETTINGS

Based on your computer's capabilities, *Spore* sets the graphics settings to balance performance and display. However, if you find the game is running slowly or you want to experiment with different settings, you may do so from this menu.

NOTE: Changing screen size may affect performance and requires a game restart.

- To restore game defaults, click DEFAULT.

## GAME AND CAPTURE SETTINGS

In the Game & Help Settings panel, you can toggle the display of in-game tutorials, hints, and scrolling edge in the game.

### Screen Captures

You can capture *Spore* scenes in the game or in Test Drive mode in the Spore Creators. During the game, you can capture static screenshots or shoot movies of in-game action.

- To take a screenshot, press **C**. The captured .PNG file is saved in the following directory: **My Documents** (or **Documents**)**\My Spore Creations\Pictures**

### Movies

To shoot a movie, press **V** to begin capturing footage and press **V** again to stop capturing. The saved movie is stored in the following directory: **My Documents** (or **Documents**)**\My Spore Creations\Movies**

- For more information on capturing in the Spore Creator, see *Test Drive Mode* on p. 26.

## ONLINE SETTINGS

Access various online options or logout if you want to login as a different user.

| | |
|---|---|
| **Prompt on Startup** | When selected, you are prompted for your online login whenever you start *Spore*. |
| **YouTube Login** | When selected, you are automatically logged into YouTube when you login to *Spore*, which enables publishing movies. |
| **Buddy Content Only** | When selected, your Sporepedia is only pollinated with content provided by your online buddies. |

# Unleash Your Creativity

There are two main tools for exploring your creative side and filling your *Spore* universe with incredible creations. The Spore Creators let you build everything from simple cell creatures to amazing spacecraft. The Planners allow you to design your tribal village, city, or space colony any way you see fit.

# Spore Creators

The Spore Creators are your toolkit for creating anything you can imagine in the Spore universe, from cells to creatures to spaceships and more. The Spore Creators share many elements but have some differences as well. You can access any of them from the Galaxy screen, or access each stage's specific creator in-game when playing that stage.

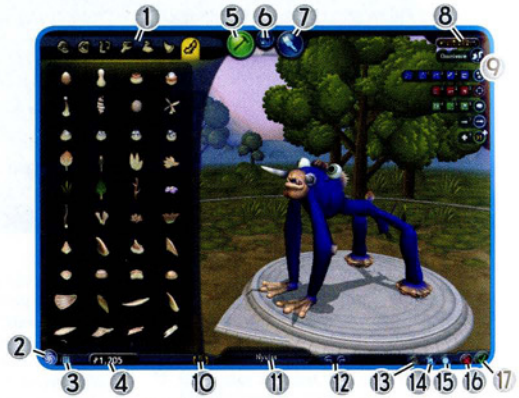
The Spore Creators let you add and remove parts to your creation to build the best one to meet the challenges ahead. Experiment with different parts from each category to find the right combination of capabilities, complexity, and cost for your well-tuned galactic conqueror—or dot in the tide pool.

To open a Spore Creator during the game:

- During the Cell or Creature stages, mate with another member of your species.
- During the Tribe stage, mouse over the tribal hut to access the Tribal Planner.
- During the Civilization stage, mouse over the City Hall to access the City Planner.
- During the Space stage, mouse over any of your colony's City Halls to access the Colony Planner.

You can also enter any of the Spore Creators from the Sporepedia. Select any *Spore* creation by clicking it and then click the Creator button that appears.

The following Creature Creator screen highlights some of the common elements for all Spore Creators.




1) Part categories
2) Options
3) Access the Sporepedia (p. 89)
4) Available funds
5) Build mode (p 16)
6) Test Drive mode (if available) (p. 26)
7) Paint mode (p. 18)
8) Complexity Meter
9) Health and other ability meters
10) Zoom and rotate camera controls
11) Creation name
12) Undo/Redo
13) Share New Creation—Publish your saved cre ation to the Sporepedia (only available if you enter the Spore Creator from the Galaxy screen)
14) Save (only avaiable f you enter the Spore Creator from the Galaxy screen)
15) Start a new creation (only available if you enter the Spore Creator from the Galaxy screen)
16) Exit without saving
17) Save creation and exit



## SPORE CREATOR CAMERA CONTROLS

Moving the camera is easy. These controls work in all three Spore Creator modes: Build, Test Drive, and Paint.

### Using the interface buttons:

Rotate the camera around your creation.

Zoom the camera in and out.

### Using the mouse:

Right-click and drag the background to rotate the camera around the creation.

Hold down **SHIFT** and scroll the middle mouse wheel to zoom in and out.

### Using the keyboard:

The **+** and **-** keys zoom in and out.

The **<** and **>** keys rotate the camera around the creation.

## NAMING YOUR CREATION

You can't let your creation go into the world without a name.

1. Click the Name Your [creation] textbox in the middle-bottom area of the screen.
2. In the pop-up, enter a new name for your creation.
3. For a description, you can provide a short bio including your creation's towering achievements.
4. You should add tags (biped, striped, orange, horns, chubby, etc.) to help other *Spore* players quickly find your creation. In the Tag field, enter one- or two-word tags separated commas—these are the search terms to help you and other players find your creations on www.spore.com or in the Sporepedia.
5. To close the pop-up, click the down arrow.

## SAVING YOUR CREATION

You can save your creation in any mode (Build, Paint, or Test Drive). If you entered the Spore Creator from in-game, click the accept icon to save your creation. Otherwise, click the Save icon to save the creation and keep working on it. Click the Save and Exit icon to save the creation and exit to the Sporepedia. You creation is saved.

You can revisit any of your saved creations in the Sporepedia under My Creations, or find the files here: **My Documents** (or **Documents**)**\My Spore Creations**.

NOTE: **You must give your creature a mouth and a name before you can save it. Your baby's gotta eat.**

NOTE: **You cannot save a creation with a name that was originally created by a different player under the same name.**

- If you entered the Spore Creator from the Galaxy screen, you are returned to the Sporepedia. Your new creation is under the My Creations header.

# BUILD MODE

In Build mode, you add and remove parts from the palette of available part categories. During gameplay, you may find new parts or unlock access to parts, which can then be added through the Spore Creator. These new parts are available in the appropriate tabbed category of the parts palette.

In the upper-right corner of the Spore Creator screen, you may see your creation's abilities. When you mouse-over a part, you can see the abilities that it affects.

NOTE: **Buildings and Spaceships do not have abilities.**

- To see the cost and benefits of a part, move the mouse cursor over it.

TIP: **Decisions you make for your creation in one game can influence the next game. For example, if you choose an herbivore's mouth in the Creature stage, your creature will always be an herbivore.**

- To start building a new creation, click **CTRL** + **N**.

## Camera Controls

Use the rotate buttons or left-click-and-hold and drag the dais to move the camera around your creature.

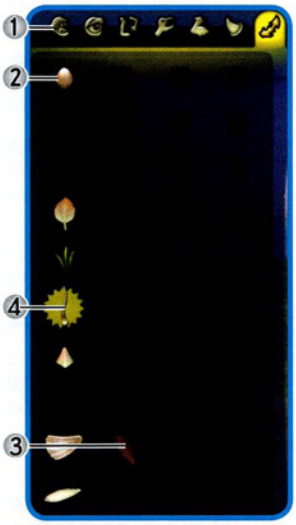
Press **+/-** or hold down **SHIFT** and scroll the mouse wheel to zoom in/out on your creature.

## Torso Selection

Select a new torso to start with by clicking the New Creation icon. Please note that if you made any changes, you will be prompted to save first, and then a new torso type will be available for you to start with.

## Parts Palette

To select a part category (mouths, eyes, details, etc.) click its icon at the top of the parts palette on the left side of the screen.




1) Click to open category
2) Available part
3) Unavailable part (can't afford)
4) New part

When Build mode is selected, the selected category of parts is displayed on the left side of the screen. In each category, available parts are displayed in full detail, while unavailable parts are shown as an empty shield icon. Parts that have become available since your last visit to the Spore Creator are highlighted. In any category, the rightmost parts that are available are the best and most expensive ones.



## Adding Parts

1. Click and drag the available part from the palette onto a location on your creation. As soon as you begin to drag the part, the cost is subtracted from your total currency.
2. If you place the part on the centerline of your creation, only one part is added. If it's placed off-center, two parts are added at the same cost.
3. To place the part in the selected location, release the mouse button.
4. The part is placed, and your health, abilities, or both are changed based on the part's capabilities.
5. After you place the part, you can adjust its size, rotation, or position on your creation.

To cancel the part placement, drag it back to the parts palette.

Adding parts costs currency and adds complexity to your creation.

## Budgeting

Designing the right creation for the current challenges in the game is an art unto itself—and a lot of fun. To get the right mix of abilities and cost, you should experiment with all kinds of parts in the Spore Creator.

NOTE: **Painting your creation does not cost anything, so there's no need to budget for it.**

- During the course of a stage, you may need to visit the Spore Creator to make frequent changes to your creation. Remember when building your creation that you can always sell back a part to regain the funds you paid for it.
- If you make a mistake, you can always undo it. See *Undo/Redo* on p. 21.

**Complexity Meter**

In all Spore Creators, your creation has a limit to its complexity. Adding parts increases complexity, and you cannot add parts to exceed the maximum complexity.

- Depending on the stage, you may be using DNA, Sporebucks, or other currency to purchase new parts. The amount of currency you have available is displayed in the bottom of the parts palette in Build mode.

## Removing Parts

1. Click and drag the part off your creation. You can also click the part and press **BACKSPACE** or **DELETE**.
2. The part is removed. Your currency is increased by the cost of the part, and your creation's health, abilities, or both are changed accordingly.

## Editing Parts

After you have added a part to your creation, you can change its size, rotational position, or even shape. Experiment with the part controls in the Spore Creator to become familiar with how they work. Don't worry: you can always undo your changes. See *Undo/Redo* on p. 21.

- To manipulate a part, select it. Its blue editing handles are displayed and can now be manipulated.

Click and drag adjustment arrows to push or pull the part along its height, width, or length or to lengthen its curl.

The position ball indicates the direction where the part is facing. To change its direction, click and drag the position ball.

Click and drag along the rotation ring to rotate the part.

## Scaling Parts

To scale the size of the entire part, select it and scroll the middle mouse button or press the Up Arrow or Down Arrow to change its size.

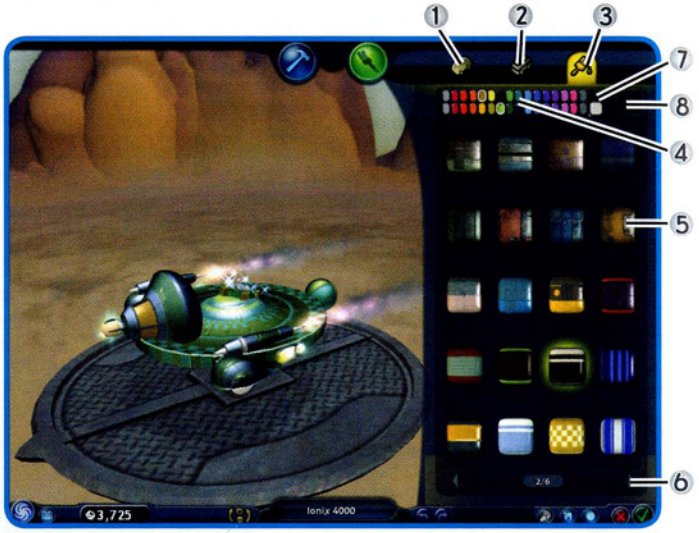
## PAINT MODE

In Paint mode, you can paint individual parts or your entire creation from a palette of colors, textures, and themes. It's time to add a little color to its life.

- To enter Paint mode, click the paintbrush icon at the top of the screen. The Paint palette is displayed on the right side of the screen.

Paint your creature using one of three methods:

1. Select a style.
2. Use the Paint Like feature to copy the paint style of one of your previous creations.
3. Use Paintbrush mode to apply specific textures and colors of your choice in three layers: base, coat, and detail.

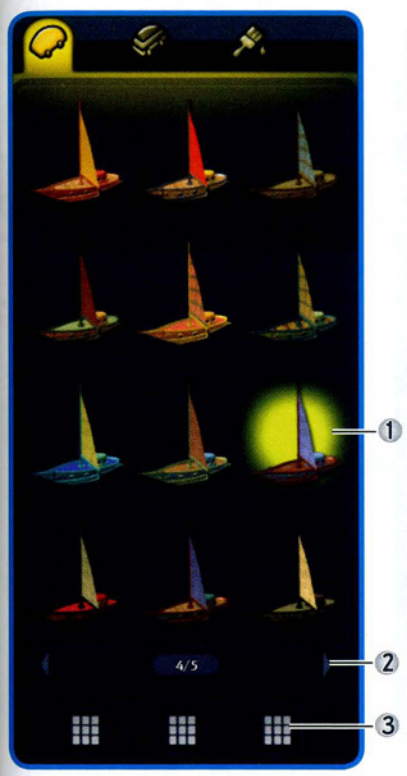



1) Complete styles
2) Partial styles
3) Paintbrush mode
4) Available colors
5) Available styles
6) Click to see other styles
7) Chosen color for layered style (building, vehicle, and spaceship creators only)
8) Chosen style for layered style (building, vehicle, and spaceship creators only)



## Painting Complete Styles

You can paint your entire creation in a single stroke. In the Complete Styles tab, you can click one of the displayed themes to paint your entire creation.




1) Selected style
2) Click arrows to see more styles
3) Paint like

### Paint Like

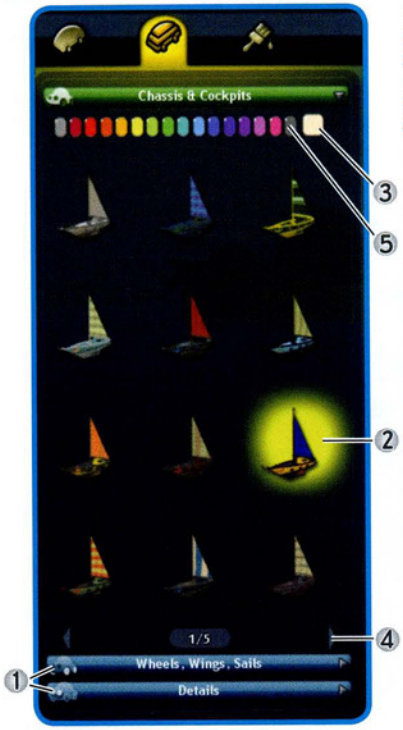
You can paint your creation to match other creations that you've seen in the Sporepedia.

**To paint your creation like another:**

1. Click the Paintbrush Mode tab.
2. Click the Paint Like option in the Complete Styles palette to access the Sporepedia.
3. Select the creation whose paint style you'd like to copy. Click the accept icon.
4. You return to Paint mode. Your creation has been updated with the paint style of the Sporepedia selection.

## Painting Layers

In the Partial styles tab, you can select the paint themes and colors on individual layers of your creation. For each layer, you can select a theme and a color. It's a good idea to choose the style first and the color second.




1) Click to open palette for other layers
2) Click to paint theme on current layer
3) Click to change the color of the painted theme
4) Click arrows to see more themes
5) Return style to its original color

**To paint layers:**

In general, there are three paint layers to a creation: Base layer, Coat layer, and Detail layer. Depending on the specific Spore Creator, these layers have different names.

**Base** The Base layer determines the creation's underlying and overall style and color.

**Coat** The Coat layers are applied on top of your creation's base color.

**Detail** The Detail layer adds a detail pattern in a wide range of styles.

1. Click the Partial Styles tab.
2. Click the layer to paint. Select the Base layer first.
3. Choose the partial theme to paint on the selected layer. Use the arrows to review all available themes. Click the desired theme, and your creation is updated.
4. If desired, select a different color from the displayed palette. Click and hold the color to see a palette of shades of the selected color. Click the preferred shade.
5. Repeat the above steps for the other two layers (Coat and Detail).



## Paintbrush Mode

In Paintbrush Mode (not available in Cell or Creature Creators), you can paint specific colors or patterns onto individual pieces of your creation.

1) Selected pattern's editable color (if two colors appear here, you can select two colors for that pattern)
2) Selected pattern
3) Click to change the color of the selected pattern
4) Click arrows to see more patterns
5) Return style to its original color

## UNDO/REDO

If you make a mistake in the Spore Creator, you can undo your most recent changes.

- To undo any change, click the arrow pointing to the left in the bottom-right corner of the Spore Creator.
- To redo the last edit, click the arrow pointing to the right.

## SHARING YOUR CREATIONS

You can share your creation with the entire universe of *Spore* players. You can send creations directly to friends and family or publish it to the *Spore* community over the Internet through www.spore.com.

- You can share directly from the Spore Creator, as well (p. 14).
- You can also share photos and movies of your creature taken in the Spore Creator. For more information, see *Photos* on p. 27.

## Publishing Your Creation to Spore.com

Before you publish your creation, you should verify that tags have been added to the creation to help players to find it. See *Naming Your Creation* on p. 15.

- You might consider including your creation in a personal Sporecast of items that you have created.For more information, see *Sporecasts* on p. 93.

1. In the Sporepedia, click MY CREATIONS on the left side of the screen.
2. Select the creation to publish.
3. Click the Share icon.
4. Your creation is published to www.spore.com.

## Emailing Your Creation to Friends

If you do not want to publish your creation to the entire *Spore* universe, you can email it to selected outposts.

**To send your creation to your friends:**

1. On your local hard drive, navigate to the following directory:
   **My Documents** (or **Documents**)**\My Spore Creations**

NOTE: **The above path refers to the default location for your Spore creations on Windows. If you did not accept the default locations, your path is different.**

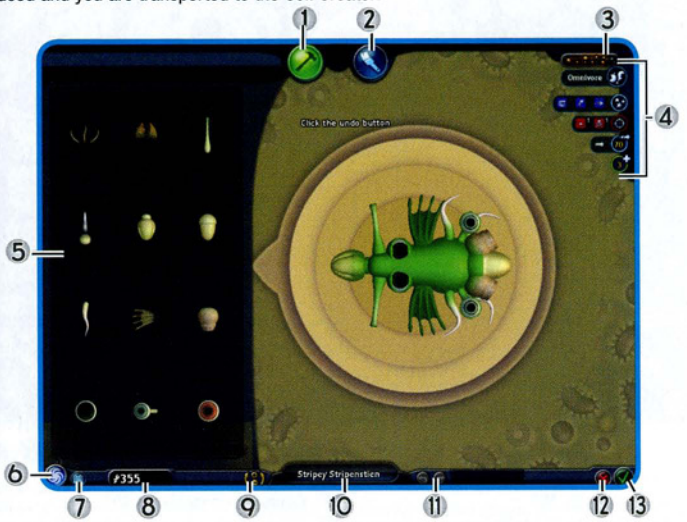
2. Select the category that contains the creation to email.
3. Locate the .PNG file for your creation. Email this file.
4. To install an emailed creation, save the .PNG file to your desktop. Drag and drop it into the appropriate Spore Creator.

NOTE: **To use the creation in the game, save the .PNG file into the directory listed above on your computer. The next time you start *Spore*, the creation will be in the Sporepedia under the Everything tab.**

# Cell Creator

In the Cell stage, you may collect parts from other cells or from meteor fragments. The DNA points you accumulate through eating can be spent on parts to add capabilities to your cell in the Cell Creator.

At any time during the Cell stage you can call a mate, using your Mating Call button. Once you call, your mate responds. Swim to the mate. After a beautiful courtship ritual, an egg is produced and you are transported to the Cell Creator.




1) Build mode (p. 16)
2) Paint mode (p. 18)
3) Complexity Meter
4) Cell abilities and levels
5) Available parts
6) Options
7) Sporepedia
8) Current DNA points
9) Camera controls
10) Click to rename your cell
11) Undo/Redo
12) Close Cell Creator without saving
13) Save cell and close Cell Creator

Adding parts to your cell gives it new abilities or improves on current ones. Your cells abilities are displayed in the upper-right corner of the Cell Creator.

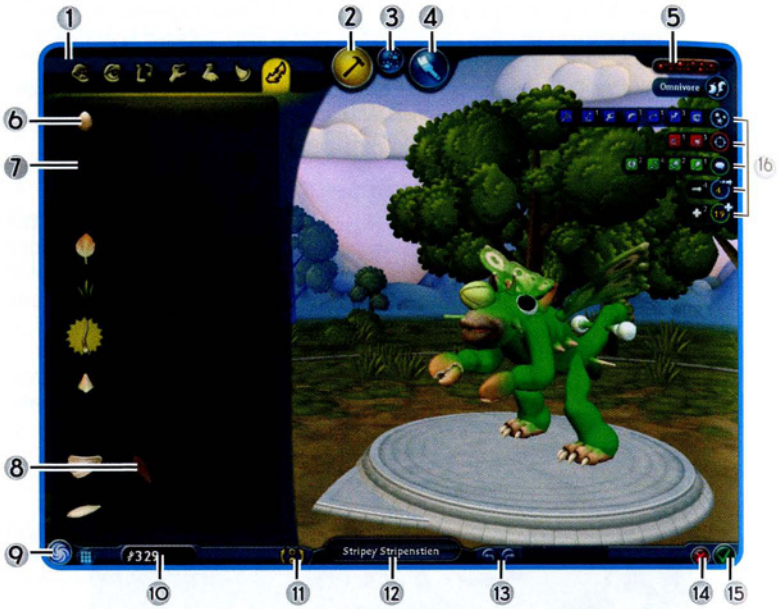
- On the dais in the Cell Creator is your cell. Its head is pointing in the direction of the dais arrow. Since it's swimming through the water, it's best to put eyes and mouth near the front and means of locomotion at the back. Drag a part from the parts palette to anyplace on your cell. If the part is highlighted in red before you drop it, it cannot be placed in that location.
- Be sure to use the camera controls to examine your cell from all angles. See *The Camera* on p. 15.

NOTE: **For information about all the available parts in the Cell Creator (mouths, eyes, weapons, and more), see the in-game Spore Guide.**

## DIET

The kind of mouth you select determines the diet of your creature and is a key factor in how you play *Spore*. If you select a filter mouth, your creature is an herbivore and can only eat plant matter. Carnivores must consume meat, and omnivores can eat both.

# Creature Creator




1) Parts menu
2) Build mode (p. 16)
3) Test Drive mode (p. 26)
4) Paint mode (p. 18)
5) Complexity Meter
6) Available parts
7) Locked part (haven't found)
8) Unavailable parts (can't afford)
9) Options
10) Current DNA points
11) Camera controls (p. 15)
12) Click to rename your creature
13) Undo/Redo
14) Close Creature Creator without saving
15) Save creature and close Creature Creator
16) Creature abilities and levels

**NOTE: If you have just emerged from the sea, it's time to ditch the cilia and flagella that helped in the tide pool for a sturdy pair of legs for climbing the beach. The Early Creature Creator does not, however, have all the elements of the full Creature Creator screen seen above.**

- If you are starting a new Creature stage from the Galaxy screen, you can enter the Spore Creator immediately. Click CREATE YOUR OWN in the Sporepedia.

In Build mode, at the top of the parts palette, you can see a row of icons. Click these icons to select different parts categories.

- For additional tips on the Creature Creator, see the in-game Spore Guide.



## PART CATEGORIES

In the Creature Creator, the parts palette contains many categories filled with a broad array of parts.

- To see a category of parts, click the hammer icon to open Build mode. You can mouse-over each icon in the top-left corner to see the different categories of parts. To select a category, click its icon.

Each part may add or improve a different set of abilities. To find out which abilities are affected by the part, move the mouse cursor over the part.

## LIMBS

Arms and legs help your creature to socialize, attack, and get around in a hurry. You can drag and drop limbs onto your creature from the parts palette.

On a limb, the joints are positioning balls. You can click and drag a joint to reshape the limb. When positioning limbs vertically on your creature, you may want to rotate your creature to face you.

You may need to reposition the torso to get the limbs in the proper location. Position your creature facing toward or away from you to move the joints of the limbs closer or further from its body. Position it facing sideways to move the joints of the limbs higher or lower in relation to your creature's torso.

At times it may be necessary to move your creature's torso up a little to make room for the legs. Just click-and-hold your creature's torso area and move the torso to the desired position.

- To resize a joint, click it and scroll the mouse wheel.

## GRASPERS AND FEET

Each limb includes a grasper or foot, but it can be replaced as needed. The end of an arm or leg is the only place where you can place a grasper or foot.

- To replace a grasper or foot, click and drag the item off of the limb of your creature. The part is removed, and your DNA points are increased. You can then add a preferred grasper or foot.

## SHAPING THE SPINE

In the Creature Creator, you can manipulate the size, shape, and angle of the spine. To display the vertebrae of your creature's spine, click the torso. The resizing handles appear at each end of the spine.

### Add Length

- To lengthen the torso by adding vertebrae, click and drag a handle in the direction where the spine is pointing. You can shorten the torso by dragging the handle in the opposite direction.

**NOTE: If you shorten the torso too much, parts will scrunch up when you shorten the spine and then move back to their original spot when you re-lengthen the spine. If you have a limb and try to shorten the spine, you will be stopped at the limb and the limb will highlight in red.**

### Bending the Body

- To curl the end of the torso, click and drag a handle away from the line of the spine.
- To bend the spine, click and drag an individual vertebra. Make small adjustments one vertebra at a time.

### Sizing Parts and Body

The mouse wheel gives you the freedom to adjust the scale of any body part. Select a part and then scroll the mouse wheel to increase/decrease scale.

- To resize the torso, move your mouse over a vertebra where you want to fatten or thin the torso. Then, scroll the mouse wheel up or down, or you can press the Up Arrow or Down Arrow. The width of the torso around the vertebra changes.

# ADDITIONAL BUILD FEATURES

## Additional Part Handles

You can access additional part handles after placing a part on your creature by selecting that part and holding down **TAB**. Additional part handles appear, allowing greater control of the placement of each part.

## Cloning Parts

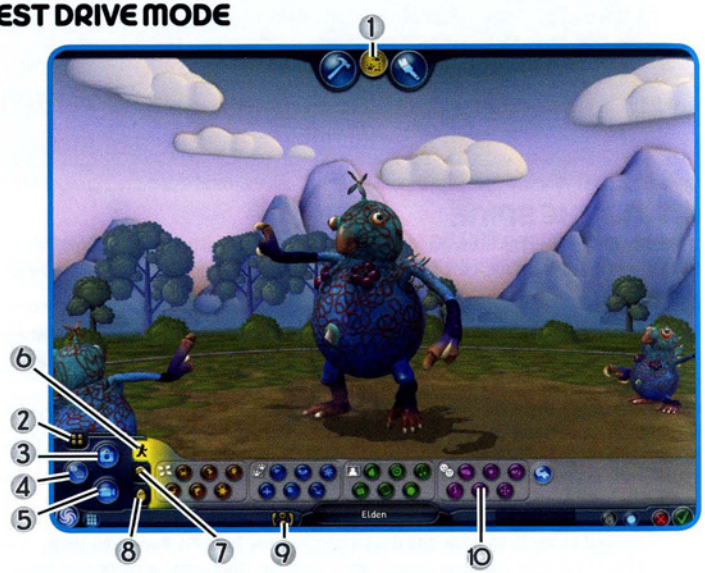
To clone an existing part on your creation, select it and press **ALT**. Your currency total is decreased by the cost of the part.

- If a part is along the centerline of your creation, you can drag it off the centerline to create a second instance of the part on the other side of the creation. This type of duplication has no cost.

## Additional Limbs Controls

- To remove a section of a limb, press **CTRL** and click between two joints. You cannot remove the shoulder or hip joint.
- To join a new limb to the remaining joints of a limb on your creature's torso, press **CTRL** and drag the limb to join them.

# TEST DRIVE MODE




1) Click to enter Test Drive mode
2) Picture viewer
3) Take pictures
4) Create an animated avatar
5) Take movies
6) Play animations
7) Change backgrounds
8) See babies
9) Camera controls
10) Click an animation button to have your creature perform that animation



In Test Drive mode, you can preview your creature in action before leaving the Creature Creator. Make your creature show you all new tricks, as it poses, backflips, flirts, laughs, cries, and carries on.

- To enter Test Drive mode, click the two-paw icon at the top of the Spore Creator.

## Movement

To move your creature around in the Test Drive circle, click a location. Your creature ambles to the new spot.

- To make your creature run, double-click a location.
- To get your creature's attention, click the whistle icon.

## Play Animations

Click the Actions icon to open your movement options. In the animations panel, you can review action, dance, response, and mood animations.

## Backgrounds

You can change the current background, as needed. Click the backgrounds icon to see a variety of backgrounds to display in the Test Drive area.

- The black background displays your creature in empty black space. You can use this background for taking close-up pictures of your creature.

## Babies

To see your creature's baby self, click the babies icon. Your creature's babies imitate actions, and they may mess up from time to time. You can display up to three babies at any time.

- To make a baby disappear, click its icon again.

## Photos

You can take pictures of your creature in action. Click to take a photo.

After the flash, the picture is stored in the following location: **My Documents** (or **Documents**)**\My Spore Creations\Pictures**

### Changing Picture Resolution

You can change the resolution of captured photos. In the Settings menu, you can choose from Small, Medium, or Large resolution photos.

### Managing Photos

After you've taken photos, you can manage them through the Picture Viewer.

In the Picture Viewer, you can see all photos that you have taken in one or more film strips.

- To see other strips of pictures, click the arrow buttons at the bottom of the Picture Viewer.
- To email a photo, click it.

The Picture Viewer has a limit of 99 photos. After you reach this limit, you can store your captured photos in another directory or delete them to free up space.

Click to archive or delete all photos.

- Click ARCHIVE ALL to move your photos to a backup directory inside the *Spore* pictures directory.

### Postcards

Send a *Spore* postcard to a friend! You can email a photo postcard to your friend directly from the Picture Viewer.

**To email a photo:**

1. In the Picture Viewer, click the photo to email.
2. Enter your email address and your friend's email address.
3. Add a message to the postcard.
4. To send the email, click the envelope icon.

- To delete the individual image, click the trash can icon.
- To archive the image to the backup directory, click the disc icon.

## Making Movies

You can capture movies of your creature in action in the Test Drive area. These movies are saved to your local computer for your enjoyment.

Click to begin filming. Select animations or actions for your creature to perform. Click again to stop the camera.

- Movies can be up to two minutes in length.

After you stop the camera, your movie is saved in the following directory: **My Documents** (or **Documents**)**\My Spore Creations\Movies**

### Changing Movie Size

You can adjust the movie resolution settings in the in-game Settings screen.

NOTE: **Movies taken at a high resolution occupy more disk space.**

### Post a Movie to YouTube

After the movie has been saved to your computer, you can choose to immediately upload it to YouTube®. Click UPLOAD.

NOTE: **To use the upload feature, you must be a registered user of *Spore* and logged into your existing YouTube account.**

## Animated Avatars

You can capture animations of your creature in action, which are saved to your local computer. You can post these .GIF files to web sites that use animated avatars.

Click to save an animation of your creature to disk.

Your animated avatar is saved in the following directory: **My Documents** (or **Documents**)**\My Spore Creations\AnimatedAvatars**

# Outfitters

As your creature moves on to the Tribe stage and beyond, they're not content with running around naked. Access the Tribal, City, and Colony Outfitters to create the perfect outfit for your creature.

- To outfit your creature in-game, access the outfitter for your current stage by clicking the Outfits tab in the Planner then click the edit button under your tribe member or civilian.
- During the Tribe stage, mouse over the tribal hut to access the Tribal Planner.
- During the Civilization stage, mouse over the City Hall to access the City Planner.
- During the Space stage, mouse over any of your colony's City Halls to access the Colony Planner.



## OUTFITTER BUILD MODE

In Build mode, you can add and remove pieces of outfit to your creature. To add to the outfit, click and drag a part to the appropriate location on your creature. For more information, see *Adding Parts* on p. 33.

NOTE: **Be sure to monitor the complexity of your tribe member as you add parts. Besides making your creature look better, outfit accessories add abilities as well. For instance, some chest parts contain pouches for gathering.**

## Outfit Complexity Budgeting

As you add more items to your outfit, the Complexity Meter increases for your tribe. Displayed in the upper-right corner of the screen, this meter indicates the overall complexity of your tribal outfit. You cannot exceed the complexity limit.

## PAINTING OUTFITS

In Paint mode, you can paint complete styles or partial styles onto your new outfit.

- To open Paint mode, click the paintbrush icon at the top of the Tribal Outfitter.
- To paint a complete style, click the complete style icon in the top-right of the screen. Click a complete style. Your tribe member is painted in the selected style.
- To paint a partial style, click the partial style icon. See *Painting Layers* on p. 20.

# Building Creator

In the Civilization stage, you create the infrastructure and fleet to expand your city into a terrestrial empire via the City Planner. Create a wide variety of buildings that show off your city's power and influence, and a wide range of vehicles that strike the right balance between speed, attacking power, and health.

> In addition to creating and purchasing buildings and vehicles, the City Planner also allows you to place city decorations, create your city anthem, access the City Outfitter, and design your city layout.
> For more information on the City Planner, see p. 35.

The Building Creator lets you construct new buildings for your city, including your palatial City Hall. While each type of building has a specific function to serve the city, its size, shape, and color scheme is for your creating pleasure. To save it, your building must have three building blocks and a name.

- To open the Building Creator, click your City Hall.

You can create buildings in any of the following categories:

| | |
|---|---|
| **City Hall** | Each city needs a City Hall, which serves as the center of city life. If your City Hall falls, the entire city falls. |
| **House** | Citizens need a place to call home. Build houses to expand your civilian population. |
| **Entertainment** | Places of fun and frivolity keep your citizens happy. Happy citizens are productive and proud citizens. |
| **Factories** | Factories generate currency, which you can use in the Building and Vehicle Creators, give as gifts, or use in trade. But factories can make people unhappy. |

## Building Build Mode

When you open the Building Creator, you begin in Build mode, where you can add new block parts to your building. Along the top of the left side of the screen, you can select an icon to open one of the following categories:

| | |
|---|---|
| **Roofs** | These parts provide stylish tops to your buildings. |
| **Bodies** | The body category contains a variety of shapes to form the core of the building. |
| **Connector** | Connectors can be added to body parts to change the shape of the building or to connect two pieces together. |
| **Windows** | Windows are decorative detail for the building exterior. |
| **Doors** | Add a door to provide citizens access to the building. |
| **Details** | Details are decorative flourishes that lend uniqueness to your design. |
| **Function** | Functional parts are visual cues on the building and lend a bit of flavor. |

**To add a new block part:**

To ensure clean alignment and accurate placement, blocks may be shifted slightly when you place them.

1. Click the category of part to open.
2. From the available parts, click and drag the part onto the dais. If you place two blocks close together on the dais, they automatically connect to each other. Placing one block over another creates a stack.
3. To resize the part on your building, click it. Use the handles to change the size and rotation of the part or pieces of it.
4. If you make a mistake, click the Undo/Redo buttons in the lower-right corner.
5. Keep adding parts until you are satisfied with your building.

NOTE: **There are limits to the height and width of any building.**

### Blocks

After you have added a block to the building, you can edit it by using the handles. Click the block to see them. See *Editing Parts* on p. 17

- To remove a block, select the block and press **DELETE** or **BACKSPACE**. Or, click and drag it off the building.

You can also stack or intersect blocks. To intersect blocks, drag one into another. To stack blocks, drag one completely over another and it stacks automatically.

### Snap-To

Windows and doors have a snap-to function. Once you place one, all subsequent windows and doors snap into alignment. If you don't like where the window or door snaps to, simply move it where you want it to go.

### Directional Placement

After you have placed a part, you can move it along specific axes.

- To move a part vertically, press and hold **CTRL** while you click a part and reposition it with your mouse.
- To move a part across the surface of the dais, press and hold **SHIFT** while you click a part and reposition it with your mouse.

### Advanced Part Handles

After you have placed a block part on your building, you can access advanced part handles.

- To use the advanced handles, click the part and press **TAB**. These handles allow greater control of block placement.

NOTE: **Advance part handles are not available for body and roof parts.**

### Copying Blocks

You can copy parts using the **ALT** key. See *Cloning Parts* on p. 26.

### Complexity and Budget

Each block that you add costs block points and adds complexity to your building. If you run out of block points, you cannot add blocks until you remove some first.

In the upper-right corner, you can monitor the complexity of your building. Adding blocks increases the complexity. You may not be able to add blocks to a very complex building.

## Building and Vehicle Paint Mode

In Paint mode, you can add color and styles to decorate your building as you see fit. For general information on painting, see *Paint Mode* on p. 18.

At the top right of the screen, you can access icons to the different categories for painting your building:

| | |
|---|---|
| **Complete Styles** | Click a style for your building, and it is completely painted. |
| **Partial Styles** | You can paint individual layers of your building as you see fit. See *Painting Layers* on p. 20. |
| **Paintbrush Mode** | This mode enables you to customize color and texture of individual building blocks. See *Paintbrush Mode* on p. 21. |

- If you make a mistake, you can use the Undo button in the lower-right corner to correct the error.

Through the Sporepedia, you can access paint styles and patterns that you have created for other creations and apply them to your building. For example, you can paint your building like a vehicle you have already created. See *Paint Like* on p. 19.

### Painting Multiple Parts or Regions

Each block is made up of a few regions. **CTRL** and **SHIFT** let you control which regions you paint.

| | |
|---|---|
| **SHIFT** | Allows you to paint all the regions on the block highlighted by your cursor. |
| **CTRL** | Gives you control to paint regions on various blocks. The **CTRL** key gives you two options:<br>• To paint the same region on all blocks, press **1.** Then hold **CTRL** and move the mouse cursor over the region on the block you want to paint.<br>• To paint the same region on all blocks that are identical, press **2.** Then hold **CTRL** and move the mouse cursor over the region on the block you want to paint. |

### Eyedropper

You can use the eyedropper to select colors, textures, and patterns for use in painting other parts of your building. You can use the following commands to activate the eyedropper to acquire color, texture, or both.

| | |
|---|---|
| **Color only** | Press **3**. Press and hold **ALT**. Select a painted block. |
| **Texture only** | Press **4**. Press and hold **ALT**. Select a painted block. |
| **Color and texture** | Press **5**. Press and hold **ALT**. Select a painted block. |

# Vehicle Creators

In the Vehicle Creator, you can build new vehicles to meet your global objectives. You can create land, sea, and air vehicles (see below) in the Civilization stage and colony vehicles and spaceships (see p. 33) in the Space stage.

NOTE: **Colony vehicles appear automatically as your space colonies develop. You can create and customize your own colony vehicles on each planet.**

## LAND, SEA, AND AIR VEHICLES

- To open the Vehicle Creator in-game, click your City Hall.

When you begin the Civilization stage, you have a fixed budget of block points with which to build your first vehicle.

You can create economic, military, or religious vehicles in any of the following categories:

NOTE: **When you begin the Civilization stage, you may not build air vehicles. You can access other types of vehicles when you capture other cities.**

| | |
|---|---|
| **Land** | Rolling vehicles across the terrain are ideal for exploration and claiming spice geysers. |
| **Sea** | A sea vehicle is very useful for multi-pronged attacks against coastal cities. |
| **Air** | The city that is first to achieve flight often achieves air superiority. If you control the skies, you may control the globe. |

### Vehicle Stats

When designing your vehicle, you should consider the effects of adding a part in terms of its effect on the following stats. These stats tend to balance each other; if you add a part to increase speed, you may have to sacrifice some power.

| | |
|---|---|
| **Health** | Amount of damage the vehicle can take before it is destroyed. |
| **Power** | For military vehicles, power determines the amount of damage the vehicle can inflict. For economic vehicles, it impacts the amount of spice they transport and how quickly they influence city purchase. For religious vehicles, it impacts how fast they convert a city and how quickly they dismantle vehicles. |
| **Speed** | The speed at which the vehicle can move. |

### Part Categories

For each vehicle type, you can add parts from the following categories. To learn the benefits of a part, move the mouse over it.

| | |
|---|---|
| **Bodies** | The body category contains chassis types for your vehicle. |
| **Cockpit** | Selecting the appropriate cockpit for your vehicle may add health, speed, or both. |
| **Land/Sea/Air** | This category contains parts specific to the type of vehicle you are designing. |
| **Cultural/Military/ Diplomatic** | This category contains weapons specific to the strategy you are pursuing. |
| **Effect** | These inexpensive items add lighting, ventilation, and other useful effects to your vehicle. |
| **Detail** | These detail parts add inexpensive flair to your vehicle. |

- Click the arrow keys below the part category buttons to see off-screen parts.



### Adding Parts

**To add a new part to your vehicle:**

Adding parts to your vehicle is similar to adding parts to a creature (p. 17). Two parts may intersect. Body and cockpit parts automatically align down the center of the vehicle.

NOTE: **There are limits to the height and width of any vehicle.**

1. To move the entire vehicle, press and hold **SHIFT** while moving the mouse.
2. For more information on removing parts, see *Removing Parts* on p. 17.
3. You can copy parts using the **ALT** key. See *Cloning Parts* on p. 26.

## SPACESHIPS

Building a spaceship is the same as building a land, sea, or air vehicle. The parts palette categories for the Spaceship Creator are Bodies, Cockpit, Space, Land, Water, Air, Weapons, Effect, and Detail. All of these categories can be found in the Vehicle Creators except Space, which contains parts that assist your ship in space travel.

## PAINTING YOUR VEHICLE

In Paint mode, you can apply a little color and texture to your new galactic wanderer.

1. To open Paint mode, click the paintbrush icon at the top of the screen.
   - It's a good idea to choose the style first before choosing the color. You can paint your vehicle in one of three ways: Complete Styles, Partial Styles, and Paintbrush Mode. See *Building and Vehicle Paint Mode* on p. 18.
2. For general information on painting specific colors and patterns, see *Paintbrush Mode* on p. 31.

# Planners

While the Spore Creators let you build the elements that will populate your *Spore* planet, the Planners allow you to design your tribe, city, and space colony the way you want.

## Tribal Planner

The Tribal Planner is your one-stop shop for buying tools to develop your village and give your tribe new abilities.

1) Tools category
2) Outfits category
3) Food and Healing tools
4) Instruments
5) Weapons
6) Tool name
7) Cost
8) Tool description
9) Available funds (food)
10) Available location for placing tool

In the Tribal Planner, you add tools to your tribe's village to increase your tribe members' abilities. You can also outfit your tribe with fashionable accessories that buff up their natural skills.

### TRIBAL TOOLS

To see the available tools, click the tools icon in the top-left corner of the Tribal Planner. Tribe tools are available in three categories: Food and Healing, Instruments, and Combat.

Not all tools are unlocked at the beginning of the Tribe stage. If you ally with or defeat a neighboring tribe that has a tool you are missing, it unlocks that tool for purchase in your Tribal Planner.

- To add a tool to your tribe, click and drag it from the palette to one of the available spots in your tribal village. You can use the rotational handles to position it.

Tools can be damaged by other marauding tribes. Select a tribe member then right-click the damaged tool to fix it. The member begins fixing the tool shack.

### Food and Healing

These tools help your tribe to gather better food and to heal from injuries.

- Fishing spears help you to acquire food at water's edge.
- Gathering canes allow you to gather fruit more quickly.
- The healing rods hut helps tribe members to heal wounds at a faster rate.

NOTE: **If your creatures are carnivores, weapons will be useful in gathering meat.**



### Instruments

Social instruments are helpful when building good relations with other tribes. Combining instruments can produce wonderful and useful harmonies.

- Wooden horns
- Maracas
- Didgeridoos

### Combat

The tools of war can mean the difference between becoming the conqueror and the conquered.

- Flaming torches destroy tools and huts quickly but are less effective against creatures.
- Stone axes are good for close-quarters combat.
- Throwing spears help your warriors to attack the enemy from a distance.

## City Planner

In the beginning of the Civilization stage, you must build up your city to protect your City Hall and to continue to grow a productive and happy population. Using the City Planner, you can add houses, factories, entertainment buildings, and defenses to spots around the city grounds.

The arrangement of buildings in the city grid is a contributing factor the happiness of your citizens as well as their productivity.

- To access the City Planner, mouse over any of your City Halls and then click the City Planner button.

### CITY LAYOUT

The layout of each city affects the happiness and productivity of your people. Planning your city requires that you pay attention to where you place the different types of buildings. Putting buildings of one type next to another may increase productivity, but it may also decrease happiness.

- When you add a new building, links are created and exhibited in your City Planner view.
- For the most productive citizens, place factories near houses to create blue links.
- Place like buildings next to one another to produce white (good) links.
- For the happiest citizens, place entertainment buildings next to houses to create green links.
- Placing entertainment buildings next to factories creates red (bad) links and makes citizens unhappy.
- It is up to you to determine what you will invest in, be it productivity, population, or happiness.

NOTE: **Pay attention to the happiness of your citizens. Unhappy cities generate less cash and may collapse into rioting. Unhappy cities are also more vulnerable to religious conversion.**

### Houses

Your citizens need places to live. When you add houses to your city, you increase the potential number of vehicles that it can support.

From each house, you can create links to entertainment buildings and factories to boost overall productivity and happiness in your city. Around your houses, you should plan your city layout.

- Your City Hall counts as a house in your overall city stats.

### Entertainment Buildings

Access to entertainment keeps your citizens happy, especially if they are placed next to houses. However, if your citizens have too much entertainment, they may become lazy and less productive.

## Factories

Adding factories to your cities creates a source of income that is protected by any defenses you assemble around your city. Placing a factory raises productivity but lowers happiness. After all, who wants to live near a noisy belching factory? The good news is, you can counteract this unhappiness by placing entertainment buildings near houses.

## Turrets

As you grow your nation, you need to protect your individual cities from attack, especially when your attention is located elsewhere in the world. You can protect individual cities by adding turrets to them. When mounted on the wall of your city, a turret automatically targets any approaching military, economic, or religious vehicle from any nation that is at war with you. When you receive news of the attack, you can redirect vehicles to help with the defensive effort.

- To protect your city, you can also use vehicles, which respond to activities near them. See *Building Your Fleet* on p. 64.

## Decorations

You can also add Decorations to your city, which do not affect your citizens' happiness or productivity. They do look good, though.

# BUDGETING WITH SPOREBUCKS

Buildings and vehicles are purchased with Sporebucks, the currency of the Civilization stage. To add new buildings and vehicles to your city, you must generate a steady source of Sporebucks. With sources of income, you can buy and improve your buildings and vehicles.

- In the City Planner, your available Sporebucks are displayed in the lower-left corner. Mouse over this number to see your nation's overall production rate per minute.
- Income is generated by claiming spice geysers, trade, and building factories in your city.

# CITY OUTFITS

In the City Planner, you can create outfits for your citizens to give them a dash of style. For more information, see *Outfitters* on p. 28.

# NATIONAL ANTHEM

Through the City Planner, you can design your own anthem for your city. When your city is displayed on-screen, you can hear the national anthem. As you conquer other cities, they play your national anthem, whether they like it or not.

Through the Anthem Composer, you can define the Beat, Anthem, and Ambience to shape your national sound. You can also define the playback volume of each part to create your own mix.

- The panels in the Anthem Composer screen are set up in the order that you should define them.
- You can create your own melody, too.
- You can load city music from the Sporepedia.
- To randomize all components of your Anthem and Ambience, click the Random button at the bottom of the left panel.



## Beat

1) Click to select the beat for your anthem
2) To turn off the beat, click the selected one
3) Adjust playback volume

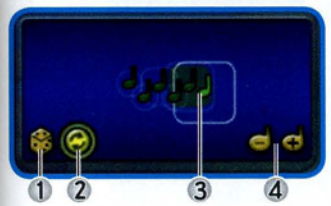
To select a beat, click it in the Beat panel. To isolate the beat, you can deselect the other components or turn their volumes in the other panels.

## Anthem

1) Click to select an instrument
2) To turn off the anthem, click the selected instrument
3) Adjust playback volume

Once you select the instrument, you can define the anthem's melody that is displayed in the composition panel.

## Creating Your Own Melody




1) Click to generate random melody
2) Toggle auto-playback on/off
3) Click and drag to scale note up/down; scroll mouse wheel to increase/decrease length of highlighted note
4) Click to add/remove selected note from your anthem

You can tweak the anthem or create a new one from scratch or from a random melody. After you have the framework for your melody, you can move the notes in the melody up and down the scale. You can also add and remove notes, as needed.

- To change the duration of a note, move the mouse over it and scroll the mouse wheel or press the Up Arrow or Down Arrow.
- To restart playback of your melody, click the background of the melody composition panel.

## Ambience

Ambience is played in the background wherever you explore in the planet. However, any city music takes precedence in playback over the global ambience. You can add up to four layers of sound to your Ambience.

- To toggle inclusion of a layer in your Ambience, click it.

## Saving and Loading National Anthems

Anthems can be loaded from Sporepedia, and yours can be saved to it.

- To load a composition, click the Load button at the bottom of the City Planner. From the Sporepedia, select the desired composition. The selection is played in the City Planner. You can modify it as you see fit.
- To preview a music selection, double-click it in the Sporepedia.

**To save a national anthem:**

To save your created national anthem, click the Save button. Enter a name and description for your creation. Your music is saved in the Music tab of your Sporepedia tab.

## Sharing Music

Your music is not automatically shared through Sporepedia.

**To share your national anthem:**

1. Saved music is stored in the following directory:
   **My Documents** (or **Documents**)**\My Spore Creations\CityMusic**
2. Find the .PNG file that corresponds to the name you gave your city music.
3. Email this file to your friends.
4. Your friends must install the file in the corresponding directory before running *Spore*.
5. Your music is now available in their Sporepedia.

## MONITORING YOUR CITY

As you progress through the stage, it's important to pay attention to what's happening in each of your cities. For example, cities that are unhappy are more vulnerable to Religious Attacks. An unhappy city is also more prone to citizen protests that could result in stoppages in productions.

- You can review your city's statistics through the City Planner.

When significant events happen in any city, an entry is added to the event log, which is displayed on the left side of the game screen. Review these notices to keep on top of events happening in other areas of the planet.

# Colony Planner

Planning a colony is similar to building a city in the Civilization stage. The Colony Planner operates the same way as the City Planner and allows you to add houses, factories, entertainment buildings, and defenses to your colony to conquer the planet. However, in the Space stage, your colonies produce spice which is then sold for Sporebucks. Colonies also have special rules for how many building they can place in the colonies based on the planet's TerraScore (see *Terraforming* on p. 83).



# Cell Stage

In the Cell stage, you begin life's journey as a single cell and climb the rungs of evolution until you are large enough to hit the beach.

- For Cell stage controls, see p. 40.

**To reach land:**

1. Eat plants or other cells to obtain DNA and grow your cell.
2. Collect parts from other cells and meteor shards.
3. To evolve your cell, spend DNA points on new parts in the Cell Creator.

## Cell Stage Screen

1) Mission objectives
2) Zoom in/out
3) Options
4) Pause game
5) Sporepedia
6) My Collection
7) DNA
8) Progress bar
9) Click to call your mate
10) History
11) Health meter
12) Part
13) Meteor fragment

Your cell is displayed in the middle of the Cell stage screen. All around you are green pieces of plant life to eat if you are an herbivore, other cells to avoid or eat if you are a carnivore, parts to collect, and various primordial bits to avoid.

# Cell Controls

In the Cell stage, your tiny cell may be buffeted back and forth in the current. Navigating the waters takes some practice, as you learn to steer towards and away from objects. Remember to aim where the object is going to be, instead of its current location.

- To point your cell in a different direction, click a new location on the screen. Your cell turns towards that location.
- To swim constantly in a direction, click a screen location and hold the mouse button.

## Controls

| Action | Keyboard/Mouse |
|---|---|
| Move in any direction | Point mouse then left- or right-click and hold |
| Move up | **W**/Up Arrow |
| Move down | **S**/Down Arrow |
| Move left | **A**/Left Arrow |
| Move right | **D**/Right Arrow |
| Camera zoom in/out | +/- or mouse wheel |

# Progressing through the Cell Stage

## COLLECTING DNA

To obtain DNA, swim into the food, colliding with it with your cell's mouth.

NOTE: **To collect food, your cell must have a mouth.**

As you eat food, you gain DNA points, which are displayed to the left of the Progress Bar. In the Cell Creator, you can spend these DNA points to add new parts and capabilities to help your cell to evolve.

## ADDING PARTS

As you navigate the Cell world, you may discover new parts to add to your cell. These parts may be obtained by swimming over floating meteor fragments or by conquering a peer or prey cell that has a part icon next to its name. Collected parts are available to use the next time you visit the Cell Creator.

- When a part appears in the water, swim over it to collect it.

In the Cell Creator you can drag and drop parts onto your cell.

After you have collected your first part, the Mating Call button becomes available above the Progress Bar.

Click the Mating Call button, then swim over to your mate to enter the Cell Creator.

As your cell grows, you need more food to keep it alive and well. You must eat more vegetable matter or, if you're a carnivore, larger and larger cells (though those cells always have to be the same size as or smaller than your cell).

## COMBAT

To protect yourself, you can add offensive weapons, like a carnivorous mouth. Or you can add spikes to your cell to protect it from pursuing attackers.

- To attack another cell, collide your attacking part with the cell while avoiding the cell's dangerous parts.
- To defend your cell from another's attack, position your defensive parts, such as spikes, so that they hit the cell when it attacks.



## TRACKING PROGRESS

Track your progression through the Cell stage using the Progress Bar. When your progress meter reaches a vertical bar, your cell enters the next stage of growth. The cells that threatened you before have shrunk to tiny cells, and the new stage is filled with bigger and more aggressive cells.

## COMPLETING THE CELL STAGE

When you have completely filled the Progress Bar at the bottom of the screen, you have crossed all stages of cell evolution and are ready for the next challenge in evolution.

- To advance to the Creature stage, click the History icon . In the Early Creature Creator, add a pair of limbs and feet and any other parts you think you may want once you reach land. See *Creature Creator* on p. 24.

# Creature Stage

Land ho! In the Creature stage, your creature crawls from the primordial sea to establish a beachhead among the landed species of the planet. As you explore the world, you encounter a wide range of other species, some friendly and some less so. You must develop your social skills to make new friends and/or your combat skills to handle your enemies.

Along the way, you gain DNA points, which you can use to evolve your creature, gain intelligence, and complete the journey to becoming a sentient creature and advance to the Tribe stage.

- For Creature stage controls, see p. 42.
- If you die during gameplay, you are reborn at your home nest.

# Creature Stage Screen

1) Objectives
2) Mini map
3) Options
4) Pause game
5) Sporepedia
6) My Collection
7) DNA
8) Progress Bar
9) Click to use this social ability
10) Click for social stance
11) Consequence ability
12) Click for combat stance
13) Pack members
14) Health and hunger meters
15) History

In the Creature stage, you control a single creature of your species, while fellow members of your species try to figure it out for themselves. Use the mouse button to move your creature around the world, making discoveries as you go.

## CREATURE CONTROLS

In the Creature stage, you move about the world by pointing at locations on-screen. Your creature moves to the indicated spot and waits for your next command.

- To move continuously, click and hold on a spot on-screen. Move the cursor to change the direction of your creature.

If your creature has graspers, you can pick up objects off the ground. To collect an object, click it.

- You need to eat regularly to keep your creature energized. See *Care and Feeding* on p. 44.

You can reposition the camera as you see fit by holding down the right mouse button and moving the mouse.

### Controls

| Action | Keyboard/Mouse |
|---|---|
| Move forward | **W**/Up Arrow |
| Move backward | **S**/Down Arrow |
| Turn left | **A**/Left Arrow |
| Turn right | **D**/Right Arrow |
| Strafe right | **E** |
| Strafe left | **Q** |
| Jump and flap your wings (if your creature has the ability to do so) | **SPACEBAR** |
| Toggle sneak ability | **Z** |
| Toggle sprint ability | **SHIFT** |
| Target nearest creature | **F** |
| Use Ability #1: Sing (social) or Bite (attack) | **1** |
| Use Ability #2: Dance (social) or Charge (attack) | **2** |
| Use Ability #3: Charm (social) or Strike (attack) | **3** |
| Use Ability #4: Pose (social) or Spit (attack) | **4** |
| Camera zoom in/out | **+/-** or mouse wheel |
| Camera rotate left/right | **</>** |
| Camera rotate/adjust pitch | Right-click-and-hold and move mouse |
| Call your mate | **BACKSPACE** |

**NOTE: In the Creature stage, you do more than swim. Useful moves such as the ability to sneak, jump, or glide may shorten the evolutionary road.**

## TRACKING PROGRESS

In the Progress Bar, each vertical bar represents a higher brain level for your species. When you acquire enough DNA, you can raise your intelligence to the next brain level, which gives your creature more health, size, and the opportunity to add a new member to your pack. See *Building Your Pack* on p. 49.

- Fulfilling the mini goals in the upper-left corner earns you DNA.

When you have sufficient DNA to add new parts, you can enter the Spore Creator at any time by calling and returning to your mate. See *Mating* on p. 46.



## COMPLETING THE CREATURE STAGE

In the Creature stage, the goal is to increase your brain levels until you gain sentience and control fire. As you find your way through the world, gain DNA, and complete the objectives on your Mini Goal cards, you jump through four intelligence levels to achieve sentience.

**NOTE: After you complete the Creature stage, you are no longer able to alter the physical attributes of your creature.**

## EXPLORING YOUR WORLD

As your nestmates begin to forage for food and other useful items around the nest, you control a single creature who must lead your species to sentience.

- To move to a location on the screen, click it. To keep walking in a direction, click and hold a location. To change direction, drag the mouse to a new location.
- To find your way back to the nest, click the Mating Call button at the bottom of the screen.

During your explorations, you may discover new parts by digging up skeletons or gain them from other creatures. When you discover a part you see it in the Collect Parts goal card.

- To add parts, you must return to your nest to mate and enter the Creature Creator.

As you gain new parts and evolve, your creature may gain special movement abilities, such as the ability to sneak, jump, sprint, or glide.

### Targeting

When you move the mouse cursor over an object, the icon changes to indicate the type of action you can take. For example, when you mouse over a piece of food, an eaten fruit icon appears.

- To interact with an object, click it.

There are dozens of other species vying for supremacy on the planet. Some of these may become friends, while the others become your opponents in battle.

- To interact with a creature, first target the creature by clicking it or pressing **F**.

**NOTE: Before you begin interacting with another species, you should set your stance to either social or combat. The stance options are displayed just above the Progress Bar. See *Social and Combat Stances* on p. 47.**

- See *Interacting with Other Creatures* on p. 47.

### Throwing

Some objects in the world can be collected and then thrown by your creature, provided your creature has graspers.

- To collect an object, click it. Your creature holds the object. To throw the object, click a target while in the combat stance. Your creature throws the object at the target.

### Finding Home

Click to call home.

As you explore the world, you may discover that you have lost your way home. To find the direction of your nest, click the Mating Call button or reference the mini map. The direction of your nest is indicated for you by the home nest icon and a call response from your nest mates. You can always find a mate at your home nest.

**NOTE: When you call home, you may attract predators!**

From time to time, your nestmates migrate. When they do, you must follow in order to continue to find food and to mate. Follow their path, shown both in-world and on the mini map, to your new nest.

## CARE AND FEEDING

1) Health meter
2) Hunger meter

Your creature needs to eat. As you move about the world, your creature burns energy, which needs to be replenished with food. Depending on the type of mouth your creature has, you may need to eat fruit or meat or may be able to eat both.

- If you fail to eat enough, your creature begins to starve and may eventually die.
- If you evolved through the Cell stage, your traits will determine your diet for eternity. If you were a carnivorous Cell, you will remain a carnivorous Creature.

You may take damage from fighting other creatures, which decreases your health.

### Food Sources

Depending on the mouth type you have chosen, your creature is an herbivore, carnivore, or omnivore.

Herbivores can eat fruit found in trees or bushes or on the ground. These food items are plentiful, but each one does not offer much benefit to health and energy.

Carnivores must find meat to eat. While meat gives more energy, your creature must defeat other creatures to get them, which consumes energy and health. You can also scavenge and find carcasses to eat.

Omnivores can eat fruit and meat.

### Health

Your creature's current health is displayed in the Health meter in the lower-right corner of the screen. While your creature may heal slowly on its own, you may need to take steps to help it recuperate from big battles. You can heal your creature in one of several ways:

- Eat something. Consume food to improve your health and energy levels.
- Return to your nest. If you sit in the nearest nest that you control, your health quickly restores. To find your home nest, click the Mating Call button.
- You can also heal in the nests of species you've allied with.

### Death

If you starve or are killed by another creature, you are reborn at your home nest.



## EVOLVING YOUR CREATURE

Evolving your creature requires acquiring sufficient DNA points to spend on parts that improve your creature's abilities.

### DNA

As you complete mini goals, befriending or hunting other creatures, and other game activities, you are awarded DNA points, which you may spend in the Creature Creator to add parts to your creature.

As you gain DNA, the Progress Bar fills across the screen. In the Progress Bar, each vertical corresponds to an intelligence level. When you gain enough DNA, you can jump to the next intelligence level. See *Gaining Intelligence* on p. 46.

- When you completely fill the Progress Bar, you can evolve to the Tribe stage. See *Completing the Creature Stage* on p. 43.

To spend DNA, you must mate with another creature of your species in your nest, which opens the Creature Creator. See *Mating* on p. 46.

### Acquiring Parts

Throughout the world are scattered skeletons from which you can extract new parts to add to your creature. The quality of part you find depends on the size of the skeleton.

- You can also acquire parts from Alpha creatures that you have allied with or defeated.

As you find new parts, they become available in the Creature Creator. Depending on your current game situation, you may want to specialize in social abilities or in combat abilities. Don't ignore defensive or movement abilities, either.

### Social Abilities

It's hard to conquer the world using brute force alone. Social abilities are useful for building and maintaining friendly relations with other creatures.

When you first reach land, you have the basic abilities to sing, bite, and call. When you approach other creatures in a social stance, the other creature performs a social ability: Sing, Dance, Charm, or Pose.

- Sing
- Dance
- Charm
- Pose

Each social ability has five levels. If you continue to match their social action display with the identical social ability at an equal or better level, you may impress enough to become the creature's friend.

- If you impress other creatures enough, you may be able to add them to your pack. See *Building Your Pack* on p. 49.

### Combat Abilities

When you hunt for food and battle other creatures, you rely on combat abilities that you have developed in the game.

- Bite
- Charge
- Strike
- Spit

Each combat ability has five levels, which correspond to the strength of the attack made with the ability.

## Other Abilities

You can acquire other abilities, such as Sneak, Sprint, Jump, or Glide by adding specific parts in the Spore Creator.

Glide

Jump

Call mate

Sneak

Sprint

## Consequence Abilities

You can also acquire special abilities as a result of the choices you make during your evolutionary history. The trait that you earned during your life as a cell is reflected in the consequence ability you now have as a creature.

Your consequence abilities are located above your Progress Bar. They pack a punch when used, but take some time to recharge.

For more information about consequence abilities, see p. 8.

## Gaining Intelligence

When you gain enough DNA to fill the Progress Bar across a vertical milestone line, you automatically jump to the next intelligence level.

- When you gain an intelligence level, you may then add another creature to your pack—up to three creatures.

# Developing Your Species

As you gain intelligence, DNA, and friends, you can evolve your creature and expand your influence as you try to become the dominant species on the planet.

## YOUR NEST

At your nest, you can rest and recuperate and mate and evolve your species. If you are hurt in battle, you can return to your nest to heal. Sit in the nest and wait until your Health meter is replenished.

- When you mate at your nest, you enter the Spore Creator and can add or remove parts.

NOTE: **In the Creature stage, you do not have to protect your nest.**

## MATING

At any time, you can call your mate and produce another offspring. When your egg hatches, you become the offspring, and you learn to use any of your newly added abilities.

TIP: **When you call your mate, your mate always responds from your current nest.**

**To mate:**

1. To call your mate, press **BACKSPACE** or click the Mating Call button just above the Progress Bar.
2. Your creature calls, which you can identify by call lines emanating from your creature.
3. Your mate always responds from the nest, whose location you can identify by call lines that appear on the margin of the screen. Turn your creature to point in the direction of the call, and walk home.
4. At the nest, you can identify your mate by the hearts swirling around them. Click your mate to begin the mating dance.
5. When the dance is complete, you lay an egg.
6. You are placed in the Spore Creator, where you can add or remove parts. Any changes in the Spore Creator apply to all creatures of your species.



## MIGRATION

In the search for new food and other resources, your nestmates may migrate from your current nest to a new one.

- To locate the new nest after a migration, click the Mating Call button and follow your nestmate's answering calls to the new nest. Or you can follow the path (in-world and on the mini map) to the new nest, or move in the direction of the home icon on the mini map.

# Interacting with Other Creatures

Throughout the world are scattered many other species, all vying to stay alive, evolve, and climb the evolutionary ladder to sentience. Are they friend or foe?

- To make friends, see *Befriending Other Creatures* on p. 48.
- To go to war, see *Combat* on p. 48.

Depending on the actions you take with other species, you can improve or degrade your relationship with them. Hostile actions degrade the relationship, but they may also eliminate threats, as well.

- The actions available to you for an interaction are determined by the stance you take when approaching another creature. See *Social and Combat Stances* below.

## RELATIONSHIPS

You can see your current relationship with any species by moving the mouse cursor over a member of that species. The following icons indicate your relationship with the species:

These creatures really like your species and allow you to heal at their nests. They may even come to your aid.

These creatures like your species and allow you to heal at their nests.

These creatures are curious about you. They won't attack immediately, but they are not yet your friends.

These creatures haven't yet formed an opinion about you one way or the other.

These creatures fear your species. Hunt them for food, or prove that you are not a threat!

These creatures attack you on sight. However, it's possible to turn them into friends.

These creatures are your natural enemies. They attack on sight and cannot be befriended.

## SOCIAL AND COMBAT STANCES

The stance buttons are located just above the Progress Bar at the bottom of the screen.

Click this button to open your available social abilities.

Click this button to open your available combat abilities.

From your available social or combat abilities, you can choose the best ability to use for a successful interaction.

## BEFRIENDING OTHER CREATURES

To have a successful social interaction, you must use your social abilities to mirror the actions of the other creature at a level that is equal or superior to their ability level. For example, if the creature sings to you, then you must use your Sing ability to sing back the same tune or a better one.

- Social abilities are gained or improved by adding parts in the Creature Creator.
- Each social ability has five levels. For successful social interactions, you must reply with the same social ability or abilities at the same level or better level. See *Social Abilities* on p. 45.

If you succeed, your relationship with the other creature improves. If your relationship reaches Friendly or Ally status, you can use the other creatures' nests to heal.

- Befriending Alpha creatures of another species is more challenging, but if you succeed, you may be rewarded with a new part.
- Ally creatures can be added to your pack, if you have available slots.

**To befriend another creature:**

1. Before you approach the creature, move the mouse cursor over the creature to see your current relationship level. Do not approach creatures with a Hostile relationship.
2. Click the creature to target it.
3. Click the social stance button above the Progress Bar. Your available social abilities are displayed. See *Social and Combat Stances* on p. 47.
4. To begin a social interaction now that your stance is set, click the targeted creature again.
5. The creature begins to sing, dance, gesture, or posture. Above the creature, the social interaction meter on one side of the arc begins to fill.
6. As soon as you recognize the creature's social action, select the proper social action from your available actions. Click the corresponding button, or use the keyboard shortcuts **1** through **4**.

NOTE: **You cannot engage in successful social interactions until you have the specific social abilities used by creatures of a species at the same or a better level. These abilities are acquired by finding parts in the game and then adding them to your species in the Spore Creator.**

7. As a result of your social action, the meter on the other side of the arc fills. The creature begins another social action, filling the meter further. You match it. Social actions continue back and forth until the meter is completely filled or you fail to impress the creature.
8. If you successfully fill the social arc, the relationship with the other creature changes to the icon displayed at the top of the arc. You may also acquire DNA that can be used in the Spore Creator.

NOTE: **You cannot start a social interaction with a creature that you have already impressed. These creatures have a starburst around the relationship icon next to their name.**

## COMBAT

At times, you may have no other option but to fight other creatures. Depending on your type of mouth, you may have to hunt them in order to eat. In combat, you may use one or more combat abilities to defeat the other creature.

- Combat abilities are gained or improved by adding parts in the Spore Creator.
- Each combat ability has five levels. See *Combat Abilities* on p. 45.

If you successfully defeat the creature, you can retrieve meat, which you can use for food (if you're a carnivore). Defeating a creature in combat degrades your relationship with all creatures of the same species.

**To attack another creature:**

1. Before you approach the creature, move the mouse cursor over the creature to see your current relationship level.
2. Click the creature to target it.
3. Click the Combat stance button above the Progress Bar. Your available combat abilities are displayed.
4. To attack a creature, click the combat ability to use, or use the keyboard shortcuts **1** through **4**.

NOTE: **Some combat abilities, like Spit or Charge, require that you keep some space between yourself and the creature.**

5. When your creature recharges, strike again. Keep fighting until you win the encounter, need to flee, or die.

If you win the encounter, the other creature is dead, and you can take the meat. You also gain DNA points, and occasionally a new part.

- If you have graspers, you can grab items and throw them at another creature—some items will stun the creature.
- If you need to flee, you can turn and run away. You can also use any other abilities, like Sneak, to escape. See *Other Abilities* on p. 46.
- If your creature dies, it is reborn at your home nest.

## BUILDING YOUR PACK

It pays to have a pack. When you gain intelligence, you gain the ability to add another member to your pack. You can add members to your pack from your own species or any species you are allied with. Pack members are loyal followers and willingly help you to attack other creatures, find food, and complete other tasks.

Add a member to your pack to fill this slot.

- To add a member to your pack, you must gain an intelligence level to open a slot. Then, you must impress another creature (one from your own species or from a species you are allied with) to join your pack. See *Befriending Other Creatures* on p. 48.
- It pays to socialize in numbers. Having a larger pack helps you to socialize in a friendly way with other creatures.

## EPIC CREATURES

Scattered throughout the world are huge, solitary creatures that become the stuff of legend.

You may want to observe epic creatures from a safe distance and give them a wide berth.

# Tribe Stage

In the Tribe stage, your species has gained control of fire and has formed a small tribe. But soon,other tribes develop, too, and they're all battling to become the first civilization on the planet.

With their new-found intelligence, your tribe's creatures can begin to build and use tools, which can be helpful in gathering more food to support a larger population and to expand the tribe's influence.

Beware of wild creatures lurking beyond the light of your campfire. Some you may hunt, some you may domesticate, and some may be hunting you.

The biggest difference between the Tribe stage and the Cell and Creature stages is that you are no longer controlling one member of your species, you're controlling a whole tribe! Give directions to one or multiple tribe members and have them do your bidding. You can even move the camera around to see what's going on nearby.

For more information on selecting and commanding tribe members, see *Tribe Controls* on p.51
There are also helpful tutorials in-game at the beginning of the stage to get you started.

NOTE: Since you have formed a tribe, you no longer make changes to the size and shape of your species. Now, changes are made to the tools in your village and the outfits your tribe wears.

## Tribe Stage Screen

1) Tribe mini map
2) Options
3) Pause game
4) Sporepedia
5) My Collection
6) Current food
7) Progress bar
8) Access social abilities
9) Consequence abilities
10) Access combat abilities
11) Health and Energy meters
12) Click to select one or more members of the tribe
13) History

## TRIBE MINI MAP

1) Location of your tribal hut
2) Your tribe member
3) Other species' village
4) Wild creatures' nest
5) Toggle display of mini map
6) Conquered tribe
7) Mouse over icon to see your relationship with and number of members of neighboring tribe
8) Fruit grove
9) Fishing hot spot
10) Camera

Left-click the Tribe mini map to move the camera to that location, and right-click to send your selected member(s) to that location.

The Tribe mini map is also useful for identifying the activity around your location. Your tribe's buildings and members are indicated by icons of the same color as your tribal color.

- For more information on another tribe, move the mouse cursor over the tribe's hut in the mini map. There are no rival tribes at the beginning of the stage, but they will begin to appear before too long, so be ready.

This nearby tribe is identified by its tribal color and may become a friend or a rival.

Fruit groves are sources of food.

Nests are homes to wild creatures.

This area is a fishing hot spot.

# Tribe Controls

## SELECTING TRIBE MEMBERS

In the Tribe stage, you may select one, multiple, or all members of your tribe and give them commands. A selected tribe member has a yellow circle around them.

The left mouse button is used for selecting units. To select a tribe member, left-click it or select it from the Tribal List on the right side of the screen.

- To select multiple tribe members, press **CTRL** and click individual tribe members in the world or in the Tribal List, or click-and-drag over multiple tribe members. To add members to this group, press **CTRL** and click the new members.
- You can also click the Tribe header bar to select all members.

### De-Selecting

- Hold **CTRL** and click the tribe member in the world or in the Tribal List to deselect.
- You can also click the Tribe header bar or press **ESC** to deselect all members.

## GIVING COMMANDS

After you have selected one or more tribe members, you can direct them to a location or to interact with other objects and creatures in the world by right-clicking that location, object, or creature. For example, to make a tribe member gather food, click the tribe member and then right-click a fruit tree. The member collects fruit, returns it to the village, and continues collecting fruit until the tree is barren or another command is given.

Objects that you can interact with in the world become highlighted when you mouse over them, and your cursor changes to indicate that you can act on it.

- Tribe members continue repeating the action until the resource has depleted, the interaction no longer applies, or hunger or energy levels require attention.

## USING THE TRIBAL LIST

The portrait of each tribe member in the Tribal List shows what that member is currently doing, as represented by a small icon in the upper left corner of the portrait. If they have a tool, an icon of this tool appears instead of the individual portrait. This way you can keep track of your gatherers and hunters as well as their individual health and hunger status. This helps you to choose the best tribe members to accomplish your goals.

For more information on the Tribal List, see p. 54.

## SETTING COMBAT AND SOCIAL STANCES

Your tribe members act differently depending on their stance.

- Click the combat stance icon to set your tribe members to perform aggressive actions when you direct them to interact with other villagers, objects in other villages, or wild creatures.
- Click the social stance icon to direct your tribe members to perform social and friendly actions on other tribes or wild creatures.
- The best idea is to set the stance before you target a neighboring tribe member or wild creature.

## CAMERA CONTROLS

Keeping track of your tribe members is made easy with new camera controls.

To pan the camera, use the arrow keys or hold the right mouse button and drag. If you have Edge Scroll ON in the Settings menu, you can also just move your cursor to the edge of the screen to pan in that direction.

To rotate and pitch the camera, hold down the left mouse button and right mouse button at the same time and move the mouse up and down or left and right. You can also press **<** and **>** to rotate.

To set the camera to follow any particular tribe member, press **SPACEBAR**. Your camera automatically moves to one of your tribe members. Press **SPACEBAR** again to toggle to the next tribe member.

To quickly move your camera to any location on the continent, left-click the mini map.

## TRACKING PROGRESS

Each horizontal bar on the Progress Bar corresponds to another tribe that you have destroyed or with whom you have formed an alliance.

When you complete an alliance or a military victory, your tribe celebrates your progress by adding a piece to the totem pole in your village area. As your village grows, so does the number of tribe members the village holds.

Each tribe that you conquer or ally with will also share their tools with you. Check your Tribal Planner or My Collection to see what tools have become available to you.

When significant events happen, an entry is added to the event log, which is displayed on the left side of the game screen.

## COMPLETING THE TRIBE STAGE

After you have achieved alliances with or victories over five other tribes, you may advance to the Civilization stage. Click the History icon to move to the next stage of evolution.

# Tribal Village

Your tribal village is the seed from which your future civilization will sprout. Around the village campfire, you can add more and more tool shacks, each of which provides new tools and capabilities to the village.

These tools give your tribe members the ability to forage for food more efficiently, use instruments to enhance their social skills, or use weapons to improve their combat skills.

## TRIBAL IDENTITY

When you begin the Tribe stage, the color of your creature's detail layer becomes your tribal identity color. This color is the unique identifier for your tribe across the planet and is visible in your tribe's buildings, tools, and mini map icons.

## TRIBAL HUT

Your hut is the center of your tribe. Protect it from invaders.

The tribal hut is the first building created for your new tribe. It is the center of your village. If your tribal hut is destroyed, you must restart the Tribe stage.

The tribal hut is also how you access the Tribal Planner for adding new buildings to your village and where you go to create new members of your tribe. Mouse over the tribal hut, then click the Tribal Planner button to access it, or click the Add Baby button to make a new member of the tribe.

## VILLAGE TOTEM POLE

Within your village, the totem pole is your tribe's symbol of success. With each formed alliance or conquest over another tribe, your tribe adds another piece to the totem pole.

- When you have accumulated five pieces to your totem pole, you have enough prestige to form a city.

## TRIBAL FOOD STASH

Your tribe members gather food and stockpile it in the tribal food stash next to your totem pole. If you leave your village unattended with a large stash, wild animals will attempt to raid.

Food not only provides necessary sustenance for your tribe members but is also the currency used to purchase tools and encourage the birth of tribe babies.

## CHIEFTAIN

Most members of your tribe have the same abilities and characteristics, except for the Chieftain. The leader of your tribe, the Chieftain is somewhat more powerful than the other members of the tribe. The Chieftain wields a staff.

- When you evolve from the Creature stage, the creature you control becomes the Chieftain of his tribe.
- Your Chieftain does not need to equip any of the tools. His staff has the abilities of most of the tools.
- You must have your Chieftain selected to perform social interactions with other tribes (you can have additional members of your tribe selected as well).
- If your Chieftain dies, he is mysteriously reborn at the hut, ready to lead the tribe again.

## DEFENDING YOUR VILLAGE

To protect your village, you must outfit your tribe members with the appropriate tools. From the Military category of tools, you can select the appropriate tools shack to add.

## Tribal List

1) Select or deselect all members of tribe
2) Chieftain
3) Click a box to select that tribe member
4) Member's current health and energy levels
5) Equipped tribe member (tool icon in box)
6) Current action that this tribe member is performing
7) Unequipped tribe member (tribe member in box)
8) This tribe member is wounded and needs healing
9) Add Baby button

Through the Tribal List, you can monitor the activities of each member of your tribe and select one or more of them. On the right side of the screen is a set of icons depicting each member of your tribe, current health and energy, and what the tribe member is currently doing or feeling (as represented by a small icon in the upper left corner of the portrait).

- Your tribal Chieftain is depicted with a totem pole icon.
- If the member is currently equipped with a tool, the tool is depicted in its icon. In this manner, you can track the balance between hunters and gatherers.

Through the Tribal List, you can quickly assess current health and energy levels of each member of the tribe. Hungry tribe members need food—command them to eat before giving them other orders. If you send them out to take on a task and they grow too hungry, they will return to the village on their own to eat, and will not accomplish their assigned task.

To succeed in building up your tribe, you must care for each member of your tribe. As in the Creature stage, each tribe member has a Health meter and an Energy meter.

You can see the Health and Energy meters for each member of your tribe in the Tribal List.



## GATHERING FOOD

The most immediate need of each member of your tribe is food, so you need to get them steady sources of food.

- A tribe member's energy level is identified by the orange bar in its icon in the Tribal List.

Over time, each member burns energy, which must be replenished by food. Hungry tribe members who are not fed lose health and eventually die. Food is also the currency of the Tribe stage. In addition to feeding your tribe's members, you must also acquire a surplus of food, which can be used to purchase tools in the Tribe Planner. See *Tribal Tools* on p. 34.

- After you acquire a tool for your tribe, you must equip individual members with it. See *Equipping Tribe Members* on p. 56.

Depending on the diet of your tribe, you may find food in the following areas:

**Herbivore** Plant-eating tribes must gather fruit from fruit groves or seaweed from fishing hot spots.
**Carnivore** Meat eaters must hunt wild creatures or gather fish from fishing hot spots.
**Omnivore** These tribes can use all of the above gathering methods.

NOTE: **Other tribes may be collecting from the same food resources. You may be forced to protect your stake.**

### Harvesting

For herbivores and omnivores, there is plenty of fruit and seaweed to be gathered in the world. To begin gathering fruit, select one or more tribe members and click a fruit grove. The group begins to gather fruit from the selected fruit grove and return it to the village.

- Your rate of harvesting fruit improves when you provide the Gathering Canes tool to your tribe. See *Tribal Tools* on p. 34.

### Hunting

Carnivores and omnivores can hunt wild animals and other tribes as a food resource. Food gathered by hunting is a more lucrative resource. However, wild animals may strike back. Using tools to hunt does improve efficiency.

### Fishing

You can also gather food by fishing from the sea. Good fishing holes are identified by jumping fish along the shoreline.

### Domestication

You can develop a sustainable food source by domesticating wild creatures and keeping them in your corral. Regardless of its diet, your tribe can consume the eggs of domesticated creatures.

**To domesticate a wild creature:**

1. Switch to social stance. See *Social and Combat Stances* on p. 47.
2. Click a wild creature.
3. The selected tribe member then gives the wild creature some food. (You need to have enough food in your food stash.)
4. Keep feeding the creature by clicking it until it is docile enough (indicated by its relationship icon) to be herded into the corral behind your tribal hut.
5. Domesticated creatures lay eggs your tribe can gather to use as a food resource. Herbivores, carnivores, and omnivores can all eat eggs.

NOTE: **Do you view your domesticated animal more as a food source than a pet? You can always kill it for meat if you so choose.**

### HEALING YOUR TRIBE

Tribal living is full of bumps and bruises. When tribe members get hurt in combat, you can heal them in any of the following ways:

**Rest** Tribe members can slowly heal themselves if they are allowed to rest at the village.

**Healing Rods** If your village does have a healing rods shack, you can equip a tribe member with the healing rod and have your healer go with other tribe members into combat. Your healer then heals your tribe members in the field.

## Building Your Tribe

You can build a bigger and stronger tribe by mating to produce babies and acquiring new tools and accessories through the Tribal Planner.

### BABIES

As your tribe grows in prestige by successfully allying with or conquering neighboring tribes, it can support larger numbers. To increase your tribe's population, mouse over your tribal hut and click the Add Baby button.

An egg rolls from the hut (what takes place in the hut stays there). When it hatches, a baby is born. Babies cost the tribe some food to produce, but once the baby is fully grown, it becomes a selectable member of your tribe.

### TRIBAL PLANNER AND OUTFITTER

In the Tribal Planner, you may purchase new tools (see *Tribal Tools* on p. 34) for use by your tribe and outfit your tribe members with accessories that enhance their natural abilities.

#### Equipping Tribe Members

After you have purchased a tool, you must send tribe members to the tool shack to get equipped.

- To equip a tribe member, select an individual and then right-click the tool shack. The tribe member walks to the hut to collect the tool.
- To see the tools used by each member of the tribe, check out a tribe member's icon in the Tribal List.

## Interacting with Other Tribes

With each tribe in the world, you have a relationship, which changes over the course of the game. As you climb the ladder towards civilization, you may choose to dominate smaller tribes by wiping them out, capturing their resources or allying with them. For larger tribes, you may choose to impress (perform for) them to build better relationships, leading to an alliance.

- Socialize
- Attack
- Give gifts (diplomatic angle)
- Raid (steal food)

- To identify the status of your relationship with any tribe, move the mouse cursor over a member of the tribe. The displayed icon indicates the state of the relationship.

### SOCIALIZING

You can build positive relationships with other tribes by engaging in social interactions with them. As in the Creature stage, you can build your social abilities to create positive responses to your social actions.

- In the Tribe stage, you can outfit your tribe with musical instruments, which improve relations at a faster rate. See *Tribal Tools* on p. 34.

**To begin a social interaction:**

1. Select your Chieftain plus, if you choose, additional members of your tribe to perform the social interaction.
2. Switch to a social stance.
3. Click the other Tribe members of the tribe you are trying to impress.
4. Your tribe members walk to the other tribe's village and perform for them.
5. When the tribe you are performing for calls for a particular instrument solo, click the corresponding instrument button, or use the keyboard shortcuts 1 through 4, to wow the crowd.
6. If you completely fill the social bar by the end of the performance, the relationship state moves toward Ally.

NOTE: **You cannot perform for tribes that are Angry with or Hostile toward your tribe. You must first move your relationship to Neutral status by appeasing them with gifts.**

### GIVING GIFTS

You can establish and improve relations with other tribes and wild creatures by providing gifts.

- Gifting can only take you so far—it can temporarily improve a relationship with a neighboring tribe from hostile or unfriendly to neutral. It requires a social performance to win a neighboring tribe over as an ally.

**To bring a gift to another tribe:**

1. Select the member or members to bring the gift.
2. Click the hut of the other tribe or their food stash.
3. Your tribe members automatically gift food from your food stash to the other tribe.

NOTE: **If you have the fireworks consequence ability, you can use this ability to improve relations as well.**

## ALLIANCES

After you have socialized and built a good relationship with another tribe, you can attempt to ally with them.

Through your impressive social performances you can move your relationship with a tribe from Friendly to Ally. Their totem is then added to your village, and they will share their unique tools and accessories with you.

## COMBAT

Doing battle with other tribes can be a costly way to advance your tribe, but if you are successful in battle, you can quickly eliminate threats to your group. In combat operations, it's best if you can attack from a place of safety and retreat to a stronghold for your tribe. Choose your targets carefully based on their location, tribe size, and available tools.

- Combat is the best method for the Military style of gameplay.
- To get reconnaissance of a tribe, you can click its hut in the mini map. The camera jumps to that tribe's village, where you can see the number of members, its available resources and your current relationship with that tribe.

**To attack another tribe:**

1. Switch to combat stance by clicking the combat stance icon.
2. Equip your tribe members with weapons to use in the attack (if you have any). Each weapon has relative strengths and weaknesses, which should be considered given the nature of the attack.
3. Select the target to attack:

**Tribe members** Attack individual tribe members to thin the population, which is useful if they are starting to gather from your food resources.

**Tribe shacks** Destroy tribe tools shacks to remove capabilities from the tribe.

**Food pile** Target the food pile to steal some of the tribe's food resources.

### Raiding Other Tribes

Don't feel like gathering food from a tree? Raid neighboring tribes for food instead and take advantage of their hard work.

1. Select members of your tribe to form a raiding party.
2. Equip them with any weapons you have available.
3. Run to a safe location near the tribe's village. It is often best to wait until the village is left unattended.
4. Right-click the neighboring tribe's food stash while in combat stance.
5. Press **SPACEBAR** to have the camera follow the raiding party on its escapades.

### Conquering Tribes

To fully conquer another tribe you must destroy their tribal hut. If you succeed at this, the tribe's totem is added to your village, and any unique tools and accessories that this tribe possessed will be available in your Tribal Planner.



## THREATS

### Raiding Tribes

Tribes that dislike yours may raid your food stores, and attack your tribe members and tools. If you hear the sound of a hunting horn, your tribe is under attack! Run back to your village to defend it against the invaders.

NOTE: **Your biggest threats are larger tribes with whom you have poor relations. Try to maintain good relations with big tribes, and prepare for possible raids, just in case.**

- You can conduct raids on other tribes. See *Raiding Other Tribes* on p. 58.

### Wild Creatures

In the Tribe stage, wild creatures are a source of food and potential threats to your tribe. These creatures may charge through your village and gobble up members of your tribe. But if you can fell them, a meat-eating tribe should be eating well for a long time.

- Wild creatures are known to raid unguarded food stockpiles and to capture wandering hatchlings.

**To hunt a wild creature:**

A wild creature can be a good source of food, but they do fight back.

1. Switch your stance to combat.
2. Select the member or members of your tribe to go hunting.
3. Right-click the wild creature to hunt.

These creatures can be domesticated, if you're patient. See *Domestication* on p. 55.

As in the Creature stage, scattered throughout the world are huge, solitary creatures that become the stuff of legends. See *Epic Creatures* on p. 49.

# Civilization Stage

Welcome to civilized life. You begin the Civilization stage with a single city, from which you must take over the world. As you expand your nation across the globe, you must acquire the spice resources to fuel your development so that you can conquer, convert, or buy out other civilizations before making the great leap into space.

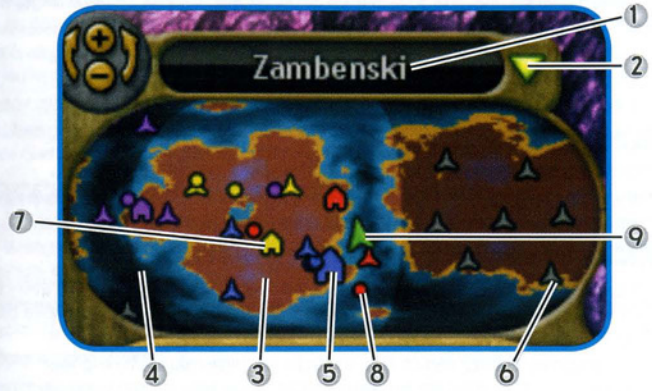
Other tribes of your kind have joined the civilized world in cities of their own. By bringing together the planet under your military, religious, or economic banner, you can build the vehicles and acquire the technology to lift your people into orbit over the world.

## Civilization Stage Screen

1) Your city
2) Your first vehicle
3) Fleet list: Click to select one or more vehicles
4) Mini map
5) Options
6) Pause game
7) Sporepedia
8) My Collection
9) Current Sporebucks
10) Progress bar
11) Consequence abilities
12) Stand ground vehicle stance
13) Aggressive vehicle stance
14) History



## CIVILIZATION MINI MAP




1) Name of planet
2) Toggle display of mini map
3) Area displayed by camera
4) Day/Night
5) Your city
6) Remnant tribe
7) Neighboring city
8) Vehicle
9) Camera

- Click a destination on the mini map to move the camera to it.
- Order units to any spot on the mini map by selecting the units then right-clicking the spot.

Through the mini map, you can monitor activities around the globe. You can see the cities and vehicles of other civilizations as colored house icons and dots throughout the map:

- Cities are color-coded to identify ownership. See *City Specialty* on p. 66.
- Every spice geyser on the planet is identified and color-coded if owned. See *Mining Spice* on p. 63.
- Vehicles are identified by the color of their owning civilization.
- For objects that are owned or identified, you can move the mouse cursor over the object to acquire more information about it. When you mouse over a city, you can get information about the city—including your progress toward being able to purchase that city—and see its boundaries.

You can also identify current activities in the game through icons on the map:

- When owned cities, vehicles, or spice mines are under military or religious attack, they can be identified on the mini map.
- When a city is ready to be purchased, a Sporebuck bag icon appears over it
- When you are using the Communications screen to interact with another city, that city is highlighted with an icon in the mini map.

## CIVILIZATION CONTROLS

In the Civilization stage, controls of your vehicles are identical to those of the Tribe stage, with the following additions:

- To cycle through each of your vehicles, press **SPACEBAR**.
- To position the camera over your closest city, press **BACKSPACE**.

For more information, see *Tribe Controls* on p. 51.

## TRACKING PROGRESS

The Progress Bar indicates the number of other cities that you have captured.

Now that you have reached civilized life, you have a new currency: Sporebucks. To the left of the Progress Bar is your nation's current wealth, displayed in Sporebucks.

## COMPLETING THE CIVILIZATION STAGE

The goal of the Civilization stage is to conquer, convert, or economically dominate every city on the planet. When you become the most dominant nation on the planet, you acquire the technology to unlock the secrets of space travel.

- Your consequence abilities earned from the traits you have exhibited along your evolutionary path to civilized life will arrive in time as you play through the Civilization stage. Once earned, they appear just above the Progress Bar.

# Getting Started

If you are beginning the Civilization stage from the Galaxy screen, follow the on-screen instructions to set up your game, before you follow these steps.

1. Select your City Hall. Make any modifications to it that you would like.
2. Select your first land vehicle. Make any modifications to it that you would like.
3. Your city and vehicle are placed in the game map. Your first objective is to use your vehicle to find a spice geyser and turn it into a productive spice mine.

This objective is displayed in a Mini Goal card in the upper-left corner.

Early in the stage, it may be useful to explore your continent. As you come across new tribes, you may uncover loot and new technologies.

Also, you can recon the other civilizations of the continent to determine the best way to approach them.

- Don't forget to continue acquiring spice, building factories, and developing your city.

For information about building out your city, see *City Planner* on p. 35.

## CITY COLOR

Your city's color is assigned at the start of Civilization stage or is inherited if you evolve from the Tribe stage. This color identifies the buildings and vehicles of your nation in the game screen and on the minimap.

- Each neighboring city is run by a faction of your own species. Their colors are blazoned on their walls, buildings, and vehicles.
- When you capture other cities, they adopt your city color and become part of your nation.
- Each city you adopt into your nation may have a different city specialty. You can elect to maintain their specialty or convert them to your own. This decision determines your continued means of expansion: multi-faceted or focused.



## CITY BOUNDARIES

The boundaries of your city are marked in the game screen in the color of your city identity. These boundaries demarcate the perimeter of your city and overall claim to the real estate of the globe.

NOTE: **If a city is landlocked, it won't be able to produce sea vehicles. Grab some seaside land if you're able!**

- City and spice geyser boundaries are also visible when you mouse over them in the minimap.

NOTE: **When you violate the boundaries of other cities, they may become aware of your entrance and depending on your relationship with that city, will take action.**

# Financing Your Civilization

To conquer the world, you'll need plenty of Sporebucks. Sources of funds can be acquired in a number of ways in the stage. As your civilization grows, you want to protect your sources of revenue.

## MINING SPICE

Scattered throughout the planet are spice geysers, which can be tapped for a steady source of Sporebucks. Spice geysers need to be captured to mine them and turn them into a revenue source.

**To capture a spice geyser:**

1. Select a vehicle.
2. Right-click a spice geyser to drive to it.
3. The vehicle builds a derrick on top of the node.
4. When the derrick is complete, your spice mine is in operation, and revenue begins adding steadily to your Sporebucks.

NOTE: **You need to defend spice geysers with vehicles. Other cities may attack them to tear down your derricks and take away your revenue source. Select the vehicle and choose the Stand Ground stance. See *Vehicle Stance* on p. 65.**

## BUILDING FACTORIES

When you build a factory in your city, you gain a valuable revenue source. Factories are staffed by your citizens, who must be kept happy in order to be productive. Unhappy citizens don't work very hard.

## TRADE RELATIONSHIPS

You can build trade relationships with other cities, which yield steady revenue for both parties. If your relationship is good with another city, you can propose establishing trade routes with other cities by sending economic vehicles to them.

- Other cities may propose trade routes to you. These offers appear through your Communications screen.After you accept a trade route with another city, the economic vehicles from both cities transit back and forth, generating revenue for each. The more economic vehicles you have on the trade routes, the more Sporebucks you'll rake in.
- When a vehicle is engaged in trade with another city, a trade icon appears over it.
- If you are able to sustain a trade relationship with another city for a while, you may be given the chance to purchase the city, which opens new avenues to revenue and progress.

# Building Your Fleet

In the Civilization stage, you explore and conquer the globe by building and deploying the best or largest fleet on the planet. At the beginning of the stage, you may only buy or build land vehicles or, if your city is on the coast, sea vehicles. As your nation expands, you may acquire the technology to build air vehicles, before making the great leap into space.

- When you buy or create a vehicle, the weapons available for it automatically align with your choice of strategy: military, religious, or economic.

**To add a new vehicle:**

1. Mouse over your City Hall.
2. Click the City Planner button.
3. Select the Vehicle tab.
4. In the top-right corner of the screen, check the current vehicle limits for the type you intend to build.
5. In the lower-left corner, check your current number of Sporebucks. This figure is the maximum amount that you can spend on a vehicle.
6. Among the options in the Vehicles tab, mouse over the type of vehicle you wish to purchase. The following buttons appear in the vehicle icon:

Click to open the displayed vehicle for editing in the Vehicle Creator.

Click to build a vehicle from scratch in the Vehicle Creator.

Click to download a vehicle from the Sporepedia. If you are not connected online, you may use vehicles in your local version.

7. To add a new vehicle, click the Buy button in the Vehicle List next to that vehicle. The vehicle appears outside the gates surrounding the City Hall you selected.

NOTE: **Once you have selected the vehicle model, you can subsequently purchase more vehicles of that type directly from the City Hall, without making a trip to the City Planner.**

## FLEET LIMITS

In the Vehicle Planner, you can review your fleet limits, which are displayed just above the city stats. Fleet limits are your current number of vehicles and the maximum number of vehicles of each type that your nation can sustain.

- Fleet limits are defined based on the total number of cities in your nation as well as the number of houses in your cities.

## CONTROLLING VEHICLES

You control your vehicles using the same commands that are used to control tribe members in the Tribe stage. See *Tribe Controls* on p. 51.

- Define groups of vehicles by selecting multiple vehicles then pressing **CTRL** plus a number key (the number of the key you press then becomes the group's number). To cycle through your defined groups, press **SPACEBAR**.



### Vehicle Stance

You can assign to individual vehicles a stance, which defines the vehicles basic marching orders.

- To define a vehicle's stance, select it. Press **TAB** to switch stances. The following icons become available in the lower-right corner of the screen:

The Stand Ground stance is useful for guarding an area. The assigned vehicle maintains its current position and responds to any challenges from hostile vehicles or cities.

The Aggressive stance orders the vehicle to actively engage hostile vehicles or cities.

## MAINTAINING YOUR FLEET

In the Civilization stage, you must monitor each vehicle's health, which is displayed as a green bar in the vehicle icon in the Fleet List on the right side of the screen.

- Through the Fleet List, you can access all vehicles in your fleet. It works like the Tribal List in the *Tribe stage* (p. 54).

Damaged vehicles can be repaired. Drive the vehicle to the main gate of any city you control. The vehicle begins to heal.

### Upgrading

After you conquer other cities, you acquire access to their technologies and can build their vehicles in any city you control.

- By capturing other cities, you unlock the ability to build air vehicles.

Each city of a particular specialty permits you to build a fixed number of vehicles of that type. For example, suppose you control a single military city. You may be permitted to build a total of five military vehicles. If you capture another military city, you may be able to build a total of ten military vehicles. If your next city is an economic one, your fleet limits may be ten military and five economic. See *Fleet Limits* on p. 64.

### Decommissioning Vehicles

Vehicles that are outdated or no longer effective can be decommissioned at any time.

- To decommission a vehicle, click its icon in the Fleet List on the right side of the screen. Then, click the X in the corner or press **DELETE**. The vehicle is removed from service, and half the purchase price is returned to your Sporebucks.

# Relationships with Other Cities

In your interactions with other civilizations, you have better chances of success by pursuing strategies that align with your military, religious, or economic approach.

- Diplomatic and economic interactions with other cities are handled through the Communications screen.

As you interact with other cities, the state of your relationship may improve or degrade. If you are able to maintain a great relationship, you may be offered the opportunity to buy the other city. However, if your relationship becomes hostile, you may find yourself in a state of war.

- You can improve your relationships with other cities by offering trade routes, giving gifts, giving compliments, and assisting them in war when you are asked.

## CITY SPECIALTY

If you evolved from the Tribe stage, your city automatically adopts the specialty you used most frequently to win the stage:

If you began the Civilization stage from the Galaxy Screen, you can choose your city's specialty.

**Military** Your Civilization specialty is military if you tend to attack other tribes in the Tribe stage.

**Religious** Your specialty is religious if you tend to socialize with other tribes and play music for them.

**Economic** Your specialty is economic if you tend to give gifts as a way to win over other tribes.

As you take over other cities, you can adopt their specialty as your own. By acquiring cities with different specialties, you gain access to different types of vehicles and may have stronger abilities in pursuing different strategies.

### Military Specialty

When you pursue a military specialty, your goal is to destroy your enemies with military power. From the ashes of the conquered, you can rebuild the city into one of your own image.

NOTE: **Military cities tend to be unhappier in general, but their vehicles are the most powerful in combat.**

- To attack another city, select your vehicles, and click its City Hall. Select the attack icon.
- You can gauge a city's defensive capabilities by moving the mouse over its City Hall. A higher defensive rating indicates the presence of more defensive turrets.

When your vehicles have been commanded to attack, they travel to the city and attempt to attack the city. First targets are any turrets or vehicles that fire back. After the attack has begun, a damage bar appears over the City Hall.

- You can target individual buildings or vehicles with each vehicle. To select an individual target, select your vehicle and then click the target.

After you conquer a city, its colors switch to yours. Its citizens are unhappy, and buildings may be in ruins. You must rebuild the city to keep its citizens happy with your rule.

### Economic Specialty

The economic specialty involves building good relationships with other cities through trade. When you establish a trade route with another nation, your vehicles begin moving back and forth along the route, adding Sporebucks to your coffers. If you maintain the trade route, you may be presented the opportunity to purchase the other city. If bought, the city is yours, without the use of force.

In the economic specialty, managing your relationships with your neighbors is a key. Initially, you may not be able to trade with another city if your relationship is not good enough. Before you are able to build a trade route, you may need to soften up your target cities with gifts.

- You can give gifts through the Communications screen.

When your relationship improves, you can propose a trade route.

- To propose a trade route, select your economic vehicles and then click the target City Hall. Choose the Propose Trade Route option. When your vehicles arrive at the city, the Communications screen displays whether you were successful in setting up a trade route.
- If your vehicles fail to form a trade route, they are destroyed.

If you form a trade route, your vehicles begin trading with the city. Each trip generates funds for both cities and improves the relationship. Assigning more vehicles to the trade route hastens the process.

- Economic vehicles can't attack other vehicles, so keeping up your relations is key.



You can monitor your progress towards purchasing the city in the purchase bar that appears when you mouse over the target city. When the purchase bar is filled, you receive a communication with an offer to purchase the city.

NOTE: **Select your bid to purchase with care. If you bid too low, you may offend your trading partner, who may close the trading route.**

If you purchase the city, it becomes part of your nation. After a city has been conquered through economics, you should fortify the city and ensure that its citizens are happy, or you risk losing the city to another civilization.

### Religious Specialty

The religious specialty entails winning over the unhappy citizens of another city using religious vehicles. When citizens are unhappy, they are more willing to convert to a new religion.

- To convert a city, select your religious vehicles and then click the City Hall. Choose the Convert option. All selected units travel to the target city and attack it with musical notes and religious hymns. You can monitor the conversion process in the conversion bar that appears over the City Hall.

Citizens of the target city may resent outsiders attempting to force them to change religions. Their hostility may turn into action in the form of Molotov cocktails and turrets that attack your vehicles. To protect your religious vehicles, you may have to design and use some military vehicles as a security detail.

- You can target individual vehicles, turrets, and entertainment buildings (which are key to a city's happiness) to disable them.

If you convert the city, it becomes part of your nation. After a city has been conquered through religion, you should fortify the city and ensure that its citizens are happy, or you risk losing the city to another civilization.

- Religious vehicles can attack other vehicles and spice geysers with the power of their religious chants.

### Mixed Specialty

You can mix your strategies if you have cities of different specialties in your nation. For example, you can begin with a military specialty to soften the defensive turrets and take out military vehicles. Then, you can use religious vehicles to convert the city, leaving its buildings and infrastructure undamaged. Or, you can acquire an economic city to get some trade routes going to fuel the war efforts of your military cities.

## RELATIONSHIP STATES

To determine the current state of your relationship with another city, move your mouse over the city's icon in the minimap or the City Hall in the game screen. One of the following icons is displayed in the upper-right corner:

- When you're at war with another city, they attack your cities, cancel trade routes, and demand tribute payments.
- You're on the verge of war with the other city. They may attack your vehicles or cities if you do not work to improve the relationship. Don't even try to establish a trade route.
- Neutral nations do not attack and do not trade with you.
- A Friendly nation does not attack your cities and is open to establishing trade routes with you.
- If you're an Ally, you can count on them for support in time of war. However, you are likely to be asked for assistance if they are attacked. Establishing trade routes with an Ally is a good move.

The following actions may degrade your relationship with other cities:

- Attacking them with military vehicles
- Attempting to convert them with religious vehicles
- Attempting and failing to establish trade routes with economic vehicles
- Under-bidding when attempting to purchase a city
- Failing to aid them when asked
- Failing to pay for peace when asked

## COMMUNICATIONS SCREEN

Through the Communications screen, you can contact any nation on the planet and tell them how you really feel. To maintain or improve relationships with other civilizations, you should keep diplomatic channels open. In a state of war, there are plenty of insults you can sling at your enemies.

**To open the Communications screen:**

1. To open communications with another city, click its City Hall.
2. Select the Communications icon.
3. The Communications screen opens.

Other nations may initiate communications with you. Cities that wish to communicate with you have a flashing message in the event log. You can communicate with them by opening the Communications screen.

1) Mouse over the city name to see your relationship history
2) Other city's leader
3) Leader's current dialog
4) Use scroll bars to see all available replies and options

The other leader offers the introduction, which may give an idea of the state of your relationship and any expectations. At the bottom of the screen, you may choose your reply, such as offering a gift, proposing a trade route, attempting to purchase their city, or insulting them.

- In the Communications screen, you can offer gifts to the other party. These gifts are likely to improve your relationship with them and pave the way to stronger economic ties.
- If your relationship is strong enough, a vehicle may be sent to propose a trade route.



## REMNANT TRIBES

At the beginning of the Civilization stage, you may find a number of remnant tribes scattered throughout the planet. These tribal villages are ripe for the taking. If you move quickly, you may be able to acquire valuable things, including new technologies, from these plundered tribes.

## CONSEQUENCE SUPERWEAPONS

As you acquire cities that specialize in the military, religious, or economic specialty, you may unlock Superweapons capabilities that are based on the traits you have developed over the course of your evolutionary history. Superweapons require a lot of Sporebucks to use and generate a tremendous strike on a targeted area.

Each Superweapon that you acquire is available in the Superweapons panel just above the Progress Bar.

NOTE: **If you launched the Civilization stage from the Galaxy screen, you can only unlock a Superweapon after capturing five additional cities.**

- To use a Superweapon, click its button. The funds are deducted from your Sporebucks. Click the target area to launch the weapon.

- Invulnerability makes your vehicles within a certain radius invincible for a period of time. Requires your creature to be a carnivore.
- Healing Aura heals your vehicles and buildings within the target area. Requires your creature to be an herbivore.
- Diplo Dervish temporarily turns an enemy nation into a friend. Requires your creature to be social and that you capture two cities.
- A Bribe makes enemy vehicles within the target area attack each other and nearby buildings. Requires your creature to be diverse and that you capture two cities.
- Black Cloud rains diseased creatures down upon the city, shutting down enemy turrets and entertainment for a period of time. Requires your tribe to be social and that you capture three cities.
- The Ad Blitz weapon rains an irresistible advertising campaign down on an enemy's city, instantly filling the Buy City meter and making the city available for purchase. Requires your tribe to be diverse and that you capture three cities.
- The ICBM delivers nuclear weapons to all remaining cities on the globe. When destroyed, these cities fall under your control. Requires that you start with a military strategy and capture six cities.
- The Messianic Uprising delivers your message to all remaining cities on the globe, immediately converting them to your religion. Requires that you start with a religious strategy and capture six cities.
- Global Merger creates a worldwide advertising campaign. All remaining cities are stunned by your economic might and immediately merge with your civilization. Requires that you start with an economic strategy and capture six cities.

## CAPTURING A CITY

After you conquer, convert, or purchase another city, it becomes part of your nation, and your national boundaries expand. You then control the city and can build it out through its City Hall by adding buildings or vehicles.

# Space Stage

We have liftoff! The cosmos are yours.

How you choose to advance your race now that you have reached the Space stage is up to you. You may use terraforming technologies to make planets habitable for your people and then settle a colony on them. As your empire spreads across the arms of the galaxy, you encounter other space-faring peoples, who have similar ambitions. You may choose to befriend them or attempt to blast them to smithereens. You may seek out riches on neighboring planets, or journey to the center of the galaxy on a grand, mysterious quest.

The future of your race is in your hands, and the vastness of the galaxy is before you.

## Planetary Screen

1) Your spaceship
2) Planetary mini map
3) Options
4) Pause Game
5) Sporepedia
6) My Collection
7) Current Sporebucks
8) Progress bar
9) Click to open Communications screen
10) Spaceship tools
11) History
12) Health and Energy meters
13) Spaceship tools categories

In the Planetary screen, your spaceship is in flight over the planetary surface. You can use flight controls to maneuver your spaceship around the planet. You can explore the planet, find and retrieve interesting objects, and transform the planet into a colony of your empire.



### PLANETARY MINI MAP

1) City
2) Your spaceship
3) Planet name
4) Click to toggle display of mini map
5) Toggle mini map/terraforming info

Through the planetary mini map, you can quickly navigate to any location in the world and identify key features.

- To navigate to any location, click it in the mini map. Your spaceship flies to the location.
- The planetary mini map functions like the mini map in the Civilization stage.

When you launch into interplanetary space, the mini map is replaced by another set of tools. See *Space Filters* on p. 74.

## Getting Started

When you have demonstrated your mastery of flight, you are assigned to visit another planet.

- To launch into orbit above your planet, press - or scroll the mouse wheel. Use these controls to zoom out until you can see the star around which your planet orbits.
- To move your spaceship to another planet, click it. Your spaceship flies to the other planet.
- To drop into flight above the planet surface, press + or scroll the mouse wheel.

### EMPIRE IDENTITY

If you have evolved from the Civilization stage, your race in the Space stage has a trait based on its entire evolution and the choices you made for it along the way. You can, however, adapt your trait as you learn from the other civilizations you encounter on your space travels. For more information on your trait, see *Consequences* on p. 8.

- If you begin the Space stage from the Galaxy screen, you may select your spaceship, City Hall, and race.

### TRACKING PROGRESS

As you collect badges, the progress meter fills until you have acquired enough badges to fill the Progress Bar.

- Badges are awarded for completing missions or performing actions that advance your empire's goals.

## SPACE MISSIONS

Space missions may be offered to you by your homeworld or by species that are looking to improve relations. Through the Communications screen, you can accept or reject missions.

If you are able to successfully complete your mission, you may be rewarded with Sporebucks, new tools, and improved relations with the mission requestor. Ultimately, that leads to more badges for you.

## COMPLETING THE SPACE STAGE

The goal of the Space stage is to achieve the title of Omnipotent and head for the center of the galaxy. You have several ways of achieving this goal: expanding your empire, terraforming planets, conquering other alien races, or being a master spice trader.

The *Spore* universe is infinite, however, so the Space stage never really has to end if you don't want it to!

# Your Spaceship

Your transportation, your weapon, your home—your spaceship is all this and more during your exploration of the cosmos. Treat it well and it will show you the wonders of the galaxy.

## FLIGHT CONTROLS

### Planetary Flight Controls

When you are flying through the atmosphere, you can use these simple flight controls to get to your destination.

- To apply thrusters on your ship, press and hold the right mouse button.
- The mouse and left mouse button are used for applying your tools.

| Action | Keyboard |
|---|---|
| Fly forward | **W**/Up Arrow |
| Fly down | **S**/Down Arrow |
| Turn left | **A**/Left Arrow/**<** |
| Turn right | **D**/Right Arrow/**>** |
| Fly up/down a level | **HOME**/**END** |
| Strafe right | **E** |
| Strafe left | **Q** |
| Zoom in/out from planet | **+**/**-** or mouse wheel or **X** + **SPACEBAR** |

- You can use combinations of keys to move in two directions at once.
- To reposition the camera relative to your spaceship, you can use the camera controls in the lower-left corner of the screen. See *Using the Interface Buttons* on p. 15.



### Interstellar Controls

In the Solar System screen or interstellar space, you fly your spaceship by clicking destination planets or star systems. In those screens, the following controls are used to reposition your camera relative to your spaceship.

| Action | Keyboard |
|---|---|
| Fly to a star | Click the star |
| Fly up/down a level | **HOME**/**END** |
| Raise camera | **W**/Up Arrow |
| Lower camera | **S**/Down Arrow |
| Rotate camera left | **A**/Left Arrow/**<** |
| Rotate camera right | **D**/Right Arrow/**>** |
| Camera zoom in/out | **+**/**-** or mouse wheel |

## STARMAP

In the Starmap, you can move between star systems to explore the cosmos. You can identify star systems of interest using the space filters and then move to the appropriate destination.

1) Your ship's current range (circular halo)
2) Pathway to mission objective
3) Target planet
4) Your homeworld (badge beacon extending up from the galactic plane)
5) Visited star
6) Traveled route
7) Space filters

- To get more information about a star system and its planets, move the mouse cursor over a planet.
- To move to a new star system, click it.
- To focus the camera on your homeworld, press **BACKSPACE** in Galactic view.

NOTE: Due to range limitations in your spaceship, you may not be able to jump directly to any star. Plot your course as a series of hops.

## Space Filters

In the Starmap, the space filters in the lower-left corner are used to toggle the display of the following types of information.

1) Identifies the star systems where you have colonies.
2) The Allies and Enemies filter toggles display of identifiers for the star systems of your allies and your adversaries.
3) The Empires filter toggles display of the known empires of the galaxy.
4) You can use the Missions filter to toggle display of the routes of your currently active mission or missions.
5) This filter displays the pathway that you have followed since your last visit to your homeworld. (Only shows last ten jumps.)
6) Identify the star systems that you have visited.

- When you drop into orbit above the planet, these tools are replaced with the mini map.

## SPACESHIP TOOLS

1) Click a tab to select a tool category
2) Current tool category
3) Available tools or items
4) Click to toggle display of tools
5) Keyboard shortcut (number at bottom of tool)
6) Number of charges (number at top of tool, when applicable)

In the spaceship tools panel, you can access all of the tools needed to interact with planets and other spaceships. The tools are organized according to category.

NOTE: In orbital flight or interplanetary space, you may not be able to use some of your spaceship tools.

**Socialization** Interact with planetary populations and place diplomatic agents on the surface.

**Weapons** These tools help you to conquer planets when things get rough and to protect your spaceship from attack.

**Main Tools** Scan planetary wildlife, create and modify creatures, and repair your spaceship.

**Colonization** These tools are used to colonize a planet that has been properly terraformed.

**Planetary Atmospheric Tools** Transform a planet into a state that's habitable for your species.

**Planet Sculpting Tools** Redefine terrain features and reshape the surface of the planet.

**Planet Coloring Tools** These are useful for changing the color palette of the planet.

**Cargo** Review the plants, animals, and other objects that you have abducted. See *Cargo Bay* on p. 81.



- To use an available tool, select its category. Click the tool to use. Then, click the target on the planet, if applicable.
- Hot keys **1-9** are pre-assigned for the four leftmost tools categories. Click the category, and then press the appropriate hot key to select the tool. Press **CTRL** + **1-9** for the categories on the bottom row.

The following is a list of all spaceship tools and the badges required to unlock them.

| Weapons | | |
|---|---|---|
| Name | Description | Unlock (Badge 1/ Badge 2) |
| Anti-Matter Bomb | A very powerful weapon, capable of destroying entire cities. | Conqueror 4 |
| | | Colonist 4 |
| Anti-Matter Missile | Fires a very powerful homing missile at its target, capable of destroying multiple aircrafts. | Conqueror 3 |
| | | Colonist 3 |
| Auto Blaster | A defensive weapon that automatically fires on enemy turrets and spaceships when attacked. Can be toggled on and off. | Conqueror 1-3 |
| | | Colonist 1-3 |
| Bomb | A powerful bomb, capable of destroying many vehicles and buildings. | Warmonger 1-3 |
| | | Colonist 2-4 |
| Cloaking Device | Cloak your spaceship, making you invisible to others. | Missionista 5 |
| | | Trader 5 |
| Laser | Use on ground targets. A precision weapon. | Conqueror 2-3 |
| | | Eco Hero 1-2 |
| Minor Proton Missile | Fires a small homing Proton Missile at its target. Effective against enemy spaceships. | Conqueror 2 |
| | | Colonist 2 |
| Proton Missile | Fires a homing Proton Missile at its target. Great against other spaceships. | Conqueror 2-3 |
| | | Body Guard 1-2 |
| Pulse | Fires a burst in a straight line. Good against ground targets. | Conqueror 1-3 |
| | | Colonist 1-3 |
| Planet Buster | Destroys an entire planet. Feared by all. BIG BADDA BOOM. | Conqueror 5 |
| | | Colonist 5 |
| Rally Call | Rallies your ally spaceships, momentarily increases the damage they inflict. | Warmonger 3 |
| | | Diplomat 3 |
| Shield | Protects your ship from damage for a short period. | Warmonger 4 |
| | | Colonist 3 |

| Socialization Tools | | |
|---|---|---|
| Name | Description | Unlock (Badge 1/ Badge 2) |
| AOE Repair | Repairs all friendly units near you. | Diplomat 2 |
| | | Body Guard 3 |
| Crop Circles | Draw crop circles near cities and tribes to interact with them. | Traveler 1 |
| | | Zoologist 1 |
| Create Creature | Make a creature and get five specimens of it in your cargo hold. | Traveler 4 |
| | | Cleaner 5 |
| Creature Tweeker | Select this tool and click a creature on a planet to modify it. | Traveler 2 |
| | | Cleaner 3 |
| Fireworks | Use near colonies to make them happier. | Missionista 2 |
| | | Traveler 2 |
| Global Mind Erase | Subdues all the inhabitants of a planet—they will not attack. | Brain Surgeon 3 |
| | | Cleaner 3 |
| Happy Ray | Increases relationship with the alien race inhabiting the planet. | Economist 2-4 |
| | | Diplomat 2-4 |
| Mind Erase | Use on panicked citizens to subdue them and forestall attack. | Brain Surgeon 1 |
| | | Cleaner 1 |
| Monolith | Place on a creature, tribal, or civilized planet to uplift the species on this planet. | Traveler 2 |
| | | Zoologist 2 |
| Species Eradicate | Eradicates an entire species of creature to make way for something new. | Missionista 4 |
| | | Cleaner 3 |
| Staff of Light | Use on planet to totally terraform it instantly. | Unknown |
| Supersizer | Enlarges a creature to epic proportions. Requires an open foodweb slot to use. | Zoologist 4 |
| | | Eco Hero 4 |
| Wildlife Sanctuary | Use on a planet to designate it as a wildlife sanctuary, allowing you to place a variety of abducted creatures to live in safety. | Eco Hero 3 |
| | | Zoologist 3 |

| Main Tools | | |
|---|---|---|
| Name | Description | Unlock (Badge 1/ Badge 2) |
| Abduction Beam | Use to abduct plants, animals, or rares and add them to your cargo bay. | None |
| Drop Cargo | Ejects items from your cargo bay onto a planet. Hold to drop creatures gently. | None |
| Energy Pack | Recharges a portion of your spaceship's energy. | Missionista 1 and 3 |
| | | Trader 1 and 3 |
| Hologram Scout | Sends a hologram to the planet for an up-close examination. | Missionista 5 |
| | | Trader 5 |
| Planet Scan | Scans all the plants and animals. | Zoologist 5 |
| | | Eco Hero 5 |
| Radar | Signals when you are near important planetside targets. Toggles on and off. | None |
| Repair Pack | Instantly repairs your spaceship to pristine condition. | Missionista 2 and 4 |
| | | Trader 2 and 4 |
| Scan | Click plants or animals to get more information about them. | None |
| Wormhole Key | Allows you to fly through a black hole. | FrequentFlyer 3 |
| | | Traveler 3 |

| Colonization Tools | | |
|---|---|---|
| Name | Description | Unlock (Badge 1/ Badge 2) |
| Bio Protector | Place on a planet to slow down the rate of biological disasters. | Zoologist 2 |
| | | Eco Hero 3 |
| Bio Stabilizer | Place on a planet to reduce the likelihood of biological disaster. | Zoologist 3 |
| | | Eco Hero 4 |
| Colony Incredi-Pak | Places a colony on a planet. | None |
| Embassy | Places an embassy on another alien race's planet. Increases your relationship with this empire over time. | Diplomat 5 |
| | | Traveler 5 |
| Happiness Booster | Place on a planet to keep the planet's inhabitants happy. | Golden Touch 3 |
| | | Merchant 3 |
| Loyalty Booster | Place on a planet to maintain maximum loyalty. | Warmonger 2 |
| | | Body Guard 3 |
| Spice Storage | Place on a planet to increase the amount of spice that can be stored. | Trader 2 |
| | | Colonist 3 |
| Uber Turret | Place on a planet to provide the ultimate defense for its colonies. | Warmonger 5 |
| | | Colonist 4 |

| Planetary Atmospheric Tools | | |
|---|---|---|
| Name | Description | Unlock (Badge 1/ Badge 2) |
| Air Conditioning | Lowers a planet's temperature and raise its atmosphere level. | Terra-Wrangler 5 |
| | | Empire 5 |
| Asteroid Call Button | Summon an asteroid to a planet, raising its temperature and lowering atmosphere. | Missionista 3 |
| | | Empire 3 |
| Atmosphere Freezer | Place on a planet to lower both temperature and atmosphere level. | Missionista 3 |
| | | Empire 3 |
| Atmosphere Generator | Place on a planet to raise its atmosphere level. | Missionista 1 |
| | | Empire 1 |
| Cloud Accumulator | Raises a planet's atmosphere level. | Terra-Wrangler 2 |
| | | Empire 2 |
| Cloud Vacuum | Lowers a planet's atmosphere level. | Terra-Wrangler 2 |
| | | Empire 2 |
| Cold Cloud Vacuum | Lowers both a planet's temperature and atmosphere level. | Terra-Wrangler 4 |
| | | Empire 4 |
| Drought Generator | Lowers a planet's atmosphere level. | Missionista 1 |
| | | Empire 1 |
| Heat Ray | Raise's a planet's temperature. | Terra-Wrangler 3 |
| | | Empire 3 |
| Hot Cloud Seeder | Raises both a planet's temperature and atmosphere level. | Terra-Wrangler 5 |
| | | Empire 5 |
| Hot Cloud Vacuum | Raises a planet's temperature and lower its atmosphere level. | Terra-Wrangler 4 |
| | | Empire 4 |
| Ice Comet | Hurls an ice comet at a planet to lower its temperature and raise its atmosphere level. | Missionista 4 |
| | | Empire 4 |
| Ice Storm | Lowers a planet's temperature. | Missionista 2 |
| | | Empire 2 |
| Meteor Shower | Hurls meteors at a planet to raise the temperature. | Missionista 2 |
| | | Empire 2 |
| Refrigeration Ray | Lowers a planet's temperature. | Terra-Wrangler 3 |
| | | Empire 3 |
| Volcano | Raises both a planet's temperature and atmosphere level. | Missionista 4 |
| | | Empire 4 |

| Planet Sculpting Tools | | |
|---|---|---|
| Name | Description | Unlock (Badge 1/ Badge 2) |
| Level Terrain | Levels the planet's surface terrain. | Terra-Wrangler 1-3 |
| | | Explorer 1-3 |
| Lower Terrain | Lowers the planet's surface terrain. | Terra-Wrangler 1-3 |
| | | Explorer 1-3 |
| Raise Terrain | Raises the planet's surface terrain. | Terra-Wrangler 1-3 |
| | | Explorer 1-3 |

| Passive Abilities | | |
|---|---|---|
| Name | Description | Unlock (Badge 1) |
| Cargo Hold Upgrade | Increases your spaceship's cargo capacity, so you can fit more loot in your boot. | Collector 1-3 |
| | | Merchant 2-4 |
| Energy Storage Upgrade | Increases your spaceship's energy capacity. | Missionista 1-4 |
| | | Colonist 1-4 |
| Health Upgrade | Increases your spaceship's health capacity. | Conqueror 1-4 |
| | | Colonist 1-4 |
| Interstellar Drive | Your basic interplanetary drive, allows you to leave your planet's orbit and increases your travel range. | FrequentFlyer 2-5 |
| | | Gopher 1-4 |
| SETI | Automatically detects intelligent life in other star systems. Look for the radio lines in the galactic view. | None |

## HEALTH AND ENERGY

When your spaceship suffers heavy damage or runs low on the Sporillium that fuels it, navigate to your nearest colony or any colony or ally for repairs or to refuel. Traveling through the galaxy and using tools both consume a lot of energy. Open your comm unit to place repair or energy orders.

If you get blasted so bad your health hits zero, you are instantly transported to a clone of your ship back on your nearest colony. Now that's some fancy technology.

NOTE: **Traveling while out of energy lowers your health and can lead to an untimely demise.**

# Visiting Planets

To visit a planet in the star system, click it. You can zoom into a planet and fly around it to assess its terrain features and any signs of civilized life.

## SOLAR SYSTEM SCREEN

When you leave a planet's orbit or fly between stars, you are placed among the planets of the star system.

1) Your homeworld (only shows up if you are in your home solar system)—return here for home world news, to take on missions, or to refuel or repair
2) Sun
3) You cannot visit gas giants
4) Targeted planet
5) Orbit rings

- Hold the right mouse button and drag to rotate the camera view.

When you are flying over the surface of a planet, you can use your spaceship's tools to learn more, collect samples, terraform, and eliminate threats. See *Spaceship Tools* on p. 74.

- To learn more about a planet, move the mouse cursor over it.
- To fly to a planet, click it.
- To penetrate its atmosphere, press + or scroll the mouse wheel.
- To exit the solar system, press - or scroll the mouse wheel.

### Orbit Rings and Stars

The color of a planet's star and orbit rings hold quite a bit of information if you know how to read them. Red ring orbits indicate hotter planets, which are more difficult to terraform. Planets on blue rings are colder and just as difficult to terraform. Planets on green orbit rings are the easiest to terraform.

Blue stars are the rarest stars, but their planets tend to produce the rarest spice. Red stars are most common but their planets produce the most common types of spice. Yellow stars fall in between red and blue ones in terms of the types of spice they produce.



## SCANNING ITEMS

Your spaceship includes a scanner, which you can use to scan items on the planetary surface for inclusion in your Sporepedia. You can scan planets, civilizations, buildings, vehicles, creatures, and even plants.

**To scan an item:**

1. In the spaceship tools, select the Main Tools tab.
2. Click the scanner icon.
3. Click the item on the surface to scan.

All scanned items are added to your Sporepedia and become available to view during gameplay.

## CARGO BAY

1) Occupied slot
2) Number of that item in bay
3) Selected item
4) Mouse over an item then click the X to jettison (this destroys the item)
5) Available slot

In the never-ending quest for knowledge, you may need to retrieve live samples of flora and fauna for further study. You can capture items from the planetary surface and place them in your cargo bay.

**To abduct an item:**

1. In the spaceship tools, select the Cargo tab.
2. Click the abduction beam icon.
3. Click and hold the item to beam to your cargo bay. The item begins lifting towards your spaceship.

**NOTE: After you begin lifting, do not stop until the item is safely aboard. Otherwise, it's a long way for the item to fall back to the surface.**

4. The item is added to your cargo bay.

All scanned items are added to your Sporepedia and become available during gameplay.

You can transport abducted items to other planets to introduce new species.

**To transfer from the cargo bay:**

When you transfer samples from your cargo bay to the surface of a planet, you should transfer plants first. Then, transfer the herbivores that rely on the planets before dropping the carnivores that consume other animals for food.

1. In the spaceship tools, select the Cargo tab.
2. Click the species to transfer.
3. Click and hold a location on the planet's surface until the transfer is complete.
4. One sample of the species is transferred to the planet's surface.

# Colonizing a Planet

To become the dominant species, you must build a network of colonies that stretch across the galaxy. Colonies perform the following functions:

**Generate Income** Colonies can be plentiful sources of spice, which is turned into Sporebucks that you can spend on building your empire.

**Repair and Refuel** You can repair your damaged spaceship and replenish its energy at any colony that you control.

**Colony Vehicles** As your empire spreads across the galaxy, you may gain control of additional vehicles. As you improve and develop your colonies, colony vehicles are automatically produced. They are a good indicator as to how well your colonies are doing.

When looking for planets to colonize, you should aim for planets that have a strategic location or are good sources of spice. Targets should be habitable with little or no small terraforming investment.

## STARTING A COLONY

After you have found or terraformed a planet with sufficient atmospheric conditions and strategic value, you can build a colony on the planet to begin extracting spice revenue and to provide another waypoint in your expanding empire.

- Depending on the quality of the environment of the planet, you may be able to create more than one colony.

**To place a colony on a new planet:**

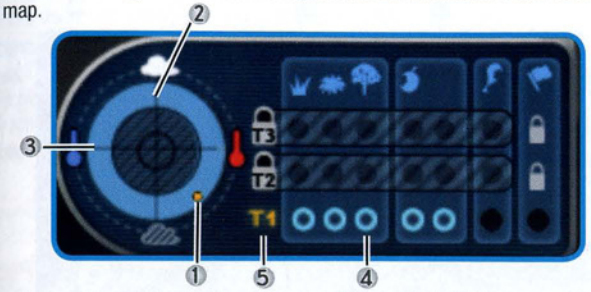
1. After you've identified a habitable planet to colonize, you must acquire an outpost from your homeworld or an existing colony.
2. Fly to the destination planet.
3. Place the outpost colony on the planet. See *Spaceship Tools* on p. 74. You MUST place the colony near a spice geyser, but you can't place it on a spice geyser, too close to another colony, or on water.
4. The outpost colony is placed, including a City Hall.
5. To support additional buildings on the planet, you may have to improve the planet's TerraScore.
6. When the planet can support additional buildings, select the City Hall. Then select Add Building.
7. When you add your first building to your outpost, it becomes a fully-fledged colony.
8. Continue adding buildings. Building out your colony is very similar to building a city in the Civilization stage. See *City Planner* on p. 35.
9. As you expand your colonies in various ways, you gain vehicles, which can perform their tasks without your guidance.
10. Your colony is established. Be sure to visit from time to time to collect spice revenue, tweak the environment, and maintain and grow your presence on the planet. Also, keep your colonies happy or else they will go on strike and stop producing spice.



## TERRAFORMING

To colonize a planet, you may need to change its features so that it can support more life in a more stable environment. When you arrive at a planet, you can identify its current state of habitability through the terraforming information.

- Click the Terraforming/Mini map icon to toggle between terraforming information and the mini map.




1) Current terraform state of planet
2) Atmospheric axis
3) Temperature axis
4) Foodweb (p. 84)
5) Colony unlocks

The circle diagram identifies the planet's atmosphere and temperature relative to the ideal environment for your species.

- To the right of the circle diagram is the foodweb, which indicates the current species on the planet. See *Foodweb* on p. 84.

### TerraScore

Around the center of the diagram are concentric circles representing the planet's TerraScore. The TerraScore ranges from T0 (if the dot is outside the outermost circle) for the least hospitable planets to T3 (if the dot is inside the innermost circle), meaning the planet can support a large number of colonies and buildings.

A planet's environment is always changing. The arrows next to the dot indicate the direction of environmental change. Applying terraforming tools may hasten, slow down, or change the direction.

### Terraforming Tools

After you acquire them, you can apply terraforming tools to change the temperature and humidity of the planet, which changes the location of the red dot in the circle diagram (the TerraScore). Using these tools, you can invest in altering the atmosphere to make the planet more habitable.

- Terraforming tools are available in the spaceship tools palette at the bottom of the screen under the Planet Atmospheric Tools tab.

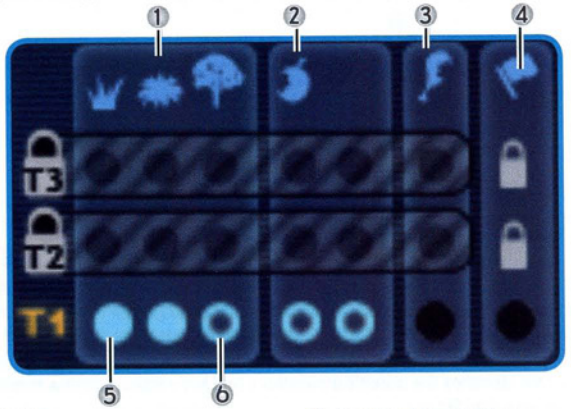
Terraforming a planet is an inexact science. The tools may change the atmospheric level, the temperature, or both. In changing the levels, you may also change the general direction of the planet's environment. For example, if you apply terraforming tools to lower the temperature, the side effect may be to begin to raise the atmosphere.

NOTE: **Even after you apply the terraforming tools to a planet, the atmosphere continues to change. Some terraforming tools may help to stabilize the environment.**

- Using the terraforming tools burns a lot of energy from your spaceship. After terraforming a planet, you may need to return to an established planet to replenish your energy stores.
- For more information on the specific tools, please see the in-game Spore Guide.

## Foodweb

To the right of the circle diagram is the foodweb display, which identifies the various species that your planet currently supports. As the temperature and atmosphere gets closer to ideal, the planet's terraform level increases, and it can support a wider variety of larger plant and animal species. A planet with great biodiversity supports a larger number of colonies and buildings.




1) Plants
2) Herbivores
3) Carnivores
4) Sustainable colonies
5) Current plant on planet
6) Available slot for introducing a plant

In the foodweb, you can identify the current plants and animals on the planet by scanning them. A planet has some native species, which can be found in the slots of the foodweb, and other slots can be filled by a plant, herbivore, carnivore, or omnivore species.

- If you have available food slots that are empty, you can fill them by introducing species from other planets that you have stored in your cargo bay (p. 81).

Each row in the foodweb represents a different TerraScore. As you improve your planet's atmosphere, it is able to support a greater biodiversity. However, if the planet's atmosphere degrades and drops a TerraScore, then species die out.

- Unavailable slots indicate that your planet's TerraScore is insufficient to support species in those locations.

# Space Communications

In the Space stage, you must enter a planet's atmosphere to communicate with the sentient race below.

When you are communicating with a colony of your empire, you can repair your ship or recharge its batteries through the Communications screen. You can also buy goods from the colony.

## INCOMING TRANSMISSIONS

At times you receive incoming transmissions from far-off colonies or other alien races. These are always one-way transmissions, which are actually recordings and not live feeds.

You can see incoming transmissions when you are traveling in interstellar space. They are usually preceded by a special event log. Click the event log when in interstellar space to point your ship at the star that is sending the message. There will be a communication icon over the star of the planet who is trying to contact you. Click the star to answer the transmission.



# Relationships

Maintaining relationships is an important component of keeping the balance in the galaxy. Through missions, trade, or gifts, you can improve your relationship status with other empires, which improves your chances of winning them over. Taking on missions for planets is probably the best way to improve relations—and make some money besides.

For more information, see *Relationship States* on p. 67.

## Strategies

In the Space stage, you can choose to pursue a military (conqueror), economic (trader), imperial (colonist), or artifact hunter (explorer) strategy in your interactions with other empires. The goal remains the same: conquer them to advance your own.

**Conqueror** Conquering the galaxy requires strong military might and investment into developing advanced weapons for your spaceship. Attack your enemies' colonies and home worlds, choosing to force them into submission or destroy them outright. This path is costly and friends will be hard to come by.

**Trader** The trading strategy requires a focus on building strong relationships in order to form alliances and trade routes. Playing the spice market game is risky—purchasing low and selling high is key. Spice traders live an exciting life, but danger is always lurking around the corner. You never know when pirates are waiting to set a trap to steal your spice.

**Colonist** Expanding your empire through the vast reaches of space is key to the colonist strategy. Colonies are excellent at producing spice and ease travel by making great refueling stations. Terraforming planets is all in a day's work for the colonist. The best planets always take some grooming.

**Explorer** The galaxy is a big place and there is so much to discover. An explorer is always on the lookout for artifacts that are sprinkled throughout the galaxy, just waiting to be discovered. These rare objects fetch a hefty price on the open market, making this path quite lucrative.

Although your empire may have more success pursuing the strategy in which it specializes, you may find opportunities where a strategy that mixes elements of each achieves better results. For more information on the basic strategies, see *City Specialty* on p. 66.

## IMPROVING RELATIONSHIPS

There are many ways to improve your relationships with alien empires.

**Missions** Take on missions on their behalf. Be forewarned, however, that a mission for one race may put you at odds with another race.

**Diplomacy** Gifting other races is always a way to get on their good side. Proposing trade between your empires can work well, too.

**Embassies** Establishing an embassy on an alien race's planet can help you improve or maintain your relationship. To establish an embassy, you must first invest in an Embassy tool. Place your embassy on any of the alien race's colonies or their homeworld.

**Disasters** Disasters are a common occurrence in every corner of the galaxy. They range from pirate raids to eco catastrophes. Assisting your alien brethren when disaster strikes them is always a good way to improve relations.

**Happy Ray** Nobody can resist this ray's charms! One little zap can boost your relationship with an alien race.

## DECREASING RELATIONSHIPS

| | |
|---|---|
| **Hostile Actions** | From active assault on another race's planets or colonies to any prankish re-coloring of their planet, pretty much any action that can be construed to be a hostile act will be. |
| **Territorial Incursions** | Once an alien empire is on unfriendly terms with you, they take less kindly to your presence in their space territory. They send scouts as you enter their star systems and get an itchy trigger finger if you take any action that seems at all antagonistic. |
| **Galactic Provocations** | Empires consider the use of certain powerful tools—such as the Planet Buster, Gravitational Wave, or Fanatical Frenzy—near their system to be an act of aggression. |
| **War!** | When your relationship with an alien race reaches Enemy status, that race actively seeks war with your race. Your ship is an automatic target if you enter their space territory, and your colonies and homeworld are susceptible to raids at any time. |

## THE GROX

Beware the Grox. They don't understand relationships.

# Combat

During your adventures, you may encounter violent opposition to your intergalactic conquest. So be it.

During combat, you must manage your attacks and defenses against potentially dozens of enemy spaceships. You should pay attention to your health and energy meters during the battle, as well as the stores of available weapons.

**To fight one or more spaceships:**

1. Click the Weapons tab in the spaceship tools.
2. Click the weapon to use. Some weapons are defensive.
3. If you selected an offensive weapon, click the target.
4. Some weapons, like the laser, require that you click and hold the target.
5. If you need to escape, press - to zoom out and navigate away from the conflict.
6. After you defeat the target, you can target any remaining adversaries.

## MILITARY CAPTURE

You can conqueror entire star systems through military means. Attack an enemy's planet by taking out their colonies with your weapons. As you destroy the buildings and turrets of a colony, you fill the colony's surrender bar. Eventually the colony will wave the white flag of surrender. Each time a colony surrenders, you advance the system capture bar. Force every colony in the star system to surrender and the entire system will be yours!

- Enemy-occupied planets are represented in the system capture panel at the top of the screen.

When the defending system is ready to finally surrender, a CAPTURE SYSTEM button appears in the system capture panel. Click the button to open communications with your enemies. At this point you can choose to accept their surrender, in which case you take possession of the entire system and any colonies left on the planets. If you're not feeling particularly merciful, reject their offers and wipe them off the planet with your lasers.

NOTE: **Sometimes colonies choose to fight until they are destroyed rather than surrender!**



## COMBAT TIPS

- From time to time during non-combat activities, you should check your Weapons tab to see what you have on-board. Based on your available weapons, you can assess quickly which weapons to use in a fight.
- Before entering a potentially hostile area, recharge your spaceship's health, energy, and weapons stores. In deep space, backup is a long way off. If you need more weapons, you may be able to buy them at a colony store (p. 77).
- Acquire more tools for your spaceship to use in various occasions. Some weapons, like the Laser or Pulse, are better for ground targets. Use the Proton Missile against other spaceships. The Auto-Blaster is great for all occasions and automatically attacks any hostile targets.
- If you use a defensive weapon first, you may be able to swing the tide of the battle.
- You can figure out pretty quickly if you're overmatched. If it doesn't look like you can survive the fight, abandon it to fight another day.

## REPAIRS

To repair a damaged spaceship, fly to a colony on a friendly planet and open the Communications screen to see repair and recharge options.

- You may also discover mega-repair packs and other useful tools during exploration. These tools are in the Weapons tab of your spaceship tools (p. 74).

## ALLIES IN COMBAT

As you build your alliances, you may be able to call upon your allies to help you in combat operations. Your ally fleet always assists you with your current target. They also automatically defend your ship when it's under attack.

### Calling Allies

If you need an ally's help for an upcoming operation, make a call through the Communications screen. When you have accepted a specific mission, the available options include a call to arms.

### Allied Spaceships List

As you build allies and conquer enemies, you may gain control of additional spaceships, which you can access through the Allied Spaceships List on the right side of the screen.

- Through the Allied Spaceships List, you can access all spaceship in your empire's fleet. It works like the Tribal List in the Tribe stage (p. 52).

# Trading

Trade with your own colonies as well as with alien races to keep your space program thriving.

- To open the colony shop, open the Communications screen. Then, click TRADE.

In the colony shop, you can move goods back and forth between your spaceship and the colony's stores.

- In the lower-left corner, you can see the current storage and capacity of your spaceship's cargo bay.
- To close the colony shop, click GOOD BYE.

**To buy an item:**

1. Select it in the top pane. The item is displayed in the bottom-right corner of the screen.
2. Use the + and - buttons to change the quantity of the item. The right-hand number indicates the maximum number of the item that you can carry in your ship.
3. To make the purchase, click BUY.
4. The funds are deducted from your Sporebucks.

**To sell an item:**

1. Use the + and - keys above the left-hand pane to find the item.
2. Select the item. It is displayed in the middle of the screen.
3. Use the arrow buttons to change the quantity of the item.
4. To sell the item, click the SELL.
5. The funds are added to your Sporebucks.

## TRADE ROUTES

Establish trade routes with alien races (provided you're on friendly terms) to transport spice between star systems. Maintaining the trade route ensures that your relationship with that race will continue to increase.

**To establish a trade route:**

1. Fly to the star system and planet you'd like to propose trade with.
2. Open communications with the alien race (you must already be friendly with them).
3. Select the Diplomatic option.
4. Click the option to propose a trade route.

NOTE: You can only have three active trade routes at any one time.

### Buy-Outs

Another way to expand your empire is to buy out a star system. Check on a trade route's status by hovering over the alien race's star system—if the route has matured enough, you might get an offer from the alien race to buy out their star system.

Star systems aren't cheap, but what you get is a fully functional colony without any further cost.

# Collectibles

Scattered throughout the galaxy are artifacts of incredible rarity and value. Some missions may ask you to find specific artifacts. At other times, you may make a happy discovery while exploring a planet. All collectibles can be sold for healthy prices. Some can be placed inside colonies as decorations.

- Some collectibles are part of a collection. If you find all items in the collection, you may receive a special badge and extra compensation for having the entire collection.

# Spice

Spice is the most sought-after resource in the galaxy. It powers cities, colonies, vehicles, and ships. It's responsible for making poor empires rich, corrupting the innocent, and sparking interstellar wars. Most will do whatever it takes to acquire it and pay big money to whomever has it.

Spice comes in a number of colors, some more rare than others. Each planet produces a particular spice color, and some star systems are richer in spice than others.

There are several ways to amass your mighty spice reserves to sell on the open market:

1. Colonies are the best way to produce spice. Like any good thing, colonies take time and money to develop, but pay high dividends in the long run.
2. Trade routes are another good way to collect spice. You must build up your relations with others before they will even think about becoming trade partners with you.
3. Become a spice trader. There are countless empires in the galaxy looking to sell spice to prospective dealers. Buy low and sell high and you'll be rolling in dough.
4. Why buy spice when you can steal it? Visit unsuspecting empires and abduct spice crates directly from their colonies. This isn't the safest route or the most lucrative, but it's definitely the most dangerous.



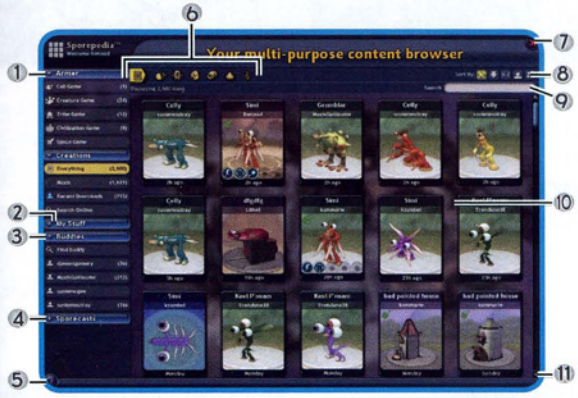
# Sporepedia

In the Sporepedia, you can access and publish all of your creations and review and the creations published by other *Spore* players around the world. All creations in the Sporepedia are available for use in your game.

Whenever you make a new creation and connect online, your creation is automatically uploaded to your My Creations Page. You can review all of your creations and all creations that have been published by *Spore* players everywhere.

NOTE: If you do not create an account and login to Sporepedia, you cannot access any online content. You may play with content that was installed with the game on your local system and anything you have created.

- You may have multiple *Spore* accounts for each installation of the game.




1) Creation resources (which creations are displayed in the browser window)
2) Your *Spore* stuff and community resources
3) Your buddies
4) Sporecasts (p. 93)
5) Open in-game help Spore Guide
6) Filters
7) Close Sporepedia
8) Sort by different categories
9) Search for specific creations
10) Browser window
11) Scroll to off-screen content

- To open the Sporepedia, press **B**. You can also click the Sporepedia icon in the lower-left corner of the Galaxy screen or in a game screen.

Through the left-hand navigation bar, you can browse all of the creations in *Spore*, explore the *Spore* community, and access the Spore Catalog to learn more about the latest *Spore* games. See *Spore Catalog* on p. 93.

- You can catch up on the latest online Spore activities through in the MySpore Page (p. 92).

All creations provided with the game are available through the Maxis Sporecast. This Sporecast is updated on a regular basis. To review it, click MAXIS under Creations.

- You can group your *Spore* creations together into a Sporecast to which your online buddies can subscribe.

You can also configure your MySpore Page, where you can review and publish comments about your creations, define and join online events, and catch up on the latest *Spore* news.

# Finding Sporepedia Creations

In the Sporepedia, you can find creations through the Creations tab or published in Sporecasts to which you can subscribe.

To review more information about an item, click it.

## MY GAME

Under the My Game tab in the left-hand navigation bar, you can review all creations you've encountered in each stage of the game.

## FILTERING

At the top of the screen, you can see a set of icons that filter the displayed Sporepedia content by type of creation. To display available creation of a selected type, click one of the following icons:

1) Everything
2) Cells
3) Creatures
4) Buildings
5) Vehicles
6) Flora
7) Music

## SORTING

The displayed creations can be sorted using the tools in the upper-right corner.

1) Sort by time of publication.
2) Sort by creation title.
3) Sort by creator.
4) Sort by type of creation. (Only available when you are viewing Everything.)

The following Shared icon lets you sort by whether you have published the creation to www.spore.com and only appears when you are viewing My Creations:

## SEARCHING

You can use the Search bar to look for specific content online. When you enter a Search term, you are examining the creation's Name, Creator, and Tags.

NOTE: The Search bar is a live search. The displayed results are immediately filtered by the contents of the Search bar at all times. For example, if you enter "ant" in the Search bar, "ant" and "anteater" may be returned, while "cant" will not.



# REVIEWING A SPOREPEDIA CREATION

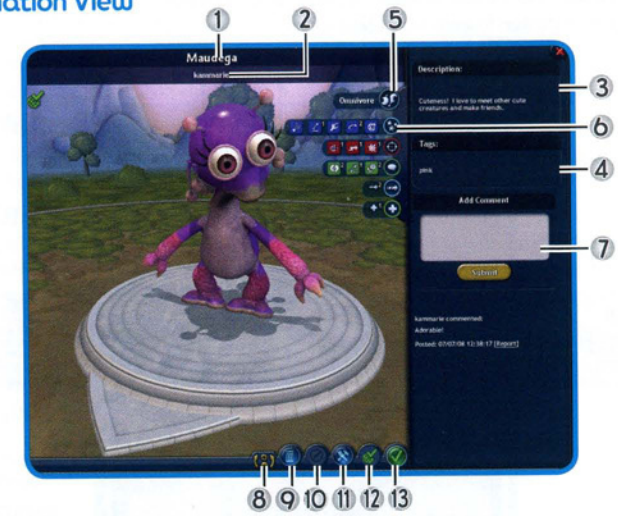
Mouse over a creation to learn more about it.

1) Name
2) Creator
3) Vital stats
4) Diet
5) Information bar

For each Sporepedia creation, you can review the stats of the creation, check it out from various angles, and choose to modify it in the Spore Creator.

To get more information or to modify the highlighted creation, click the information bar.

## Information View




1) Name
2) Creator
3) Description
4) Tags
5) Diet
6) Mouse over tag icons to learn more about the creation's abilities and levels
7) To add a comment, type your entry in the space provided, and then click SUBMIT.
8) Camera controls
9) Delete creation
10) Ban creation
11) Edit creation in Spore Creator (may not be available for Maxis-created content)
12) If this icon is green, you have shared the creation
13) Accept

# Spore Community

The hub of your connections to the online Spore community is your MySpore Page. To open it, click MY SPORE PAGE in the left-hand navigation bar.

- You can also visit the Spore Catalog.

## MYSPORE PAGE

In the MySpore Page, you can review your current online statistics, including your total number of creations and Sporecasts that you have created and the number of Sporecasts to which you have subscribed. Additionally, you can catch up on recent news in the community and plan events in the future.

- You can select or upload an image to use as your avatar. For more information, see www.spore.com.

| | |
|---|---|
| **Featured** | In the Featured panel, you can review cool content and Sporecasts created by the *Spore* community. If you make something great, it could be featured, too. |
| **Latest Spore News** | Review highlights from recent *Spore* news. |
| **Events** | Review recent online events, such as your online buddies posting new content and updating of Sporecasts. |
| **Comments** | Review and approve or reject comments left by other users on your MySpore Page. |



## COMMENTS

Other users can leave comments for you on your MySpore Page. After you approve a comment, it is listed in the Comments panel on your page.

- To manage comments you've received, click MANAGE COMMENTS on your MySpore Page.
- Comments that are awaiting your approval are displayed at the top of the screen. To approve a comment, select it, and then click the accept icon ✓.
- To delete a comment, click the cancel icon.
- To block comments from a user, select the user's comment, and click the block icon.

## SPORE CATALOG

Through the Spore Catalog, you can acquire the latest in Spore content, including new creations and features.

- To review off-screen content, use the scroll bars.

## ACHIEVEMENTS

Review the various milestones you have achieved during *Spore* gameplay.

# Buddies

Through the Sporepedia, you can find and connect to online buddies to subscribe to their Sporecasts. When you subscribe to a Sporecast, the creations in the Sporecast are more likely to appear in your game.

**To find a buddy:**

1. In the left-hand navigation bar, click FIND BUDDY....
2. In the Search bar, enter your buddy's email address or Spore username. Click SEARCH.
3. Your search results are displayed. To add one of the displayed buddies, click ADD.
4. To subscribe to the selected buddy's Sporecast, click OK.
5. You are now a subscriber of the buddy's Sporecast. To unsubscribe, click REMOVE BUDDY.

Your current list of buddies is displayed in the Buddies area of the left-hand navigation bar.

- To see a player's profile, click the info icon.
- To unsubscribe to the buddy's Sporecast, click the up arrow icon.

NOTE: **When you unsubscribe, you no longer receive updates from a Sporecast. Content that has already been downloaded remains on your system.**

- In the Settings screen, you can limit downloaded content to only the creations provided by your buddies.

# Sporecasts

A Sporecast is a collection of creations provided by Maxis, you, or any other player in the *Spore* universe. You can create collections that have specific visual themes or functional purposes or that were found in the game.

- Subscribing to a Sporecast results in a higher chance of the content appearing in your game.

NOTE: **You are automatically subscribed to the Maxis Sporecast. This Sporecast contains all creations and updates provided by Maxis.**

Your Sporecast subscriptions are displayed under the Sporecast tab, where you can also find and make Sporecasts. After you subscribe to a Sporecast, your local machine is updated the next time you connect to the Sporepedia.

## FINDING A SPORECAST

The available Sporecasts are displayed three at a time.

- To browse the available Sporecasts, use the Next and Previous buttons at the top of the screen.

You can search for a Sporecast using the Search bar.

- To find a Sporecast, enter your search terms, and click SEARCH.
- To find all Sporecasts, leave the Search bar empty, and click SEARCH.

## SUBSCRIBING TO A SPORECAST

**To subscribe to a displayed Sporecast:**

1. In the Find Sporecast page, click SUBSCRIBE.
2. Click OK.
3. The Sporecast is now available in the left-hand nav bar. To review the available creations in the Sporecast, click the Sporecast name.
4. The creations are displayed. For more information, see *Reviewing a Sporepedia Creation* on p. 91.

## MAKING A SPORECAST

You can publish a Sporecast containing a set of creations that you made or that are available in the game. Whenever you update a creation that is part of a Sporecast, the updates are automatically transferred to your subscribers when they next login to the Sporepedia.

- You can add creations to your Sporecast that are part of other Sporecasts.

**To create a Sporecast:**

1. In the left-hand navigation bar, click MAKE SPORECAST....
2. The Make Sporecast screen appears. The available creations are displayed.
3. To search for specific creations, enter your search term in the Search bar. Select the type of creation from the Type drop-down. Then, click SEARCH.
4. To browse the displayed creations, click the Next and Previous buttons.
5. To add a creation to your Sporecast, click ADD TO SPORECAST. The creation is added to the Sporecast gallery at the bottom of the screen.
6. To remove a creation from your Sporecast, click it in the gallery. Then, click the displayed minus icon. The creation is removed.
7. If you have more than 14 creations in your Sporecast, you can use the arrow buttons at the bottom of the screen to browse them.
8. To save your Sporecast, enter a name in the Name field. You should add a Description to help users find it. Then, click the accept icon.

- To cancel creation of a Sporecast, make a selection in the left navigation bar.

When you login to the Sporepedia again, your Sporecast is displayed under the Sporecasts tab in the left-hand navigation bar.

- To edit your Sporecast, click its name. Then, click the edit icon.
- To delete it, click the delete icon.

# Performance Tips

## Macintosh Software Update

An outdated version of your MacOS X system software may lead to issues with game performance. To be sure that you have the latest version of MacOS X, choose 'Software Update...' from the Apple menu and follow the directions to update your system software.

## Problems Running the Game

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
- For NVIDIA video cards, visit www.nvidia.com to locate and download them.
- For ATI video cards, visit www.ati.amd.com to locate and download them.
- For PC users, if you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.



## General Troubleshooting Tips

- For PC users, if you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

## Internet Performance Issues

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

If you are attempting to play on a corporate Internet connection, contact your network administrator.

# Technical Support

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

**To access the EA Help file (with the game already installed):**

Click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

**To access the EA Help file (without the game already installed):**

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

**To access EA Help information on a Macintosh,** please see the readme file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

### EA Technical Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at:
**http://support.ea.com**

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

## Technical Support Contact Info

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

**Telephone:** US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

**Website:** http://support.ea.com

**Mailing Address:** EA Technical Support, 9001 N I-35 Suite 110, Austin, TX 78753

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### EA Warranty Information

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**Online:** http://warrantyinfo.ea.com

**Automated Warranty Information:** You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (650) 628-1001

### EA Warranty Mailing Address

Electronic Arts Customer Warranty, 9001 N I-35 Suite 110, Austin, TX 78753

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